

# Vista Bridge Overview

The Vista Bridge Sample Library (VBSL) contains source code for assemblies that provide managed code developers access to new features in Windows Vista that are not available in the .NET Framework. The VBSL source code also includes sample applications that demonstrate many of the features included in the library. Some of the cross technology samples shipped with Windows SDK also demonstrate features in VBSL.

# Library Design

The library uses many of the design guidelines for managed libraries. In particular, the source code for the interop layer that bridges the gap between native and managed code is divided into three files:

- NativeMethods.cs
- SafeNativeMethods.cs
- UnsafeNativeMethods.cs

These files follow the following conventions:

<b>File Name</b>	<b>Description</b>
NativeMethods	Does not have the SuppressUnmanagedCode attribute. Methods in this file can be used anywhere because a security stack walk will be performed.
UnsafeNativeMethods	Has the SuppressUnmanagedCode attribute. These methods are potentially dangerous. Before calling these methods, you must do a full security review to ensure that the usage is safe and protected. The security stack walk will NOT be performed.
SafeNativeMethods	Has the SuppressUnmanagedCode attribute. These methods are not known to be dangerous. The security stack walk will NOT be performed.

## Features in Vista Bridge

The Vista Bridge sample library contains the following features:

- [Vista style Task and File Dialogs](#)
- [Stock \(system-provided\) Icons](#)
- [Interop](#)
- [Application Recovery and Restart](#)
- [Known Folders](#)
- [Networking](#)
- [Power Management](#)
- [Aero Wizard Control](#)
- [CommandLink Control](#)
- [User Account Control](#)

For a list of samples included with the Vista Bridge Library source code, see [Vista Bridge Samples](#).

# **Feature: AeroWizard**

**Assembly: VistaBridgeControls**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Controls**

## **Description**

AeroWizard is a wizard control that uses the Windows Aero user experience. It supports navigating through multiple pages of content and user controls.

## **Related Samples**

The following cross technology sample ships in the Windows SDK:

AeroWizardDemo – This sample uses the AeroWizard control and the CommandLinkWPF controls from Vista Bridge.

# **Feature: Application Recovery and Restart**

**Assembly: VistaBridgeLibrary**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Library.AppReco**

## **Description**

Provides applications with the ability to recover data and automatically restart after a catastrophic event such as an unhandled event occurs.

## **Related Samples**

The following sample ships with the Vista Bridge Sample Library:

ApplicationRecoveryRestartDemoApp

# **Vista Bridge Feature: Command Link**

**Assembly: VistaBridgeControls**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Controls**

## **Description**

The classes in this feature implement controls for the CommandLink button style. These controls can be used by managed applications.

## Related Samples

The following cross technology samples ship in the Windows SDK:

<b>Sample</b>	<b>Description</b>
AeroWizard	Demonstrates using the AeroWizard and CommandLinkWPF controls included in the VistaBridgeControls assembly.
CommandLinkDemo	Demonstrates using the CommandLinkWinForms control included in the VistaBridgeControls assembly.

# **Vista Bridge Feature: Interop**

**Assembly: VistaBridgeLibrary**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Library**

## **Description**

Provides miscellaneous interop support for cross technology samples.

## Related Samples

The following cross technology samples ship in the Windows SDK:

<b>Sample</b>	<b>Description</b>
CommandLinkDemo	Demonstrates using the CommandLinkWinForms control included in the VistaBridgeLibrary assembly.
UACDemo	Demonstrates performing privileged system actions under User Account Control.

# **Vista Bridge Feature: Known Folders**

**Assembly: VistaBridgeLibrary**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Library.KnownF**

## **Description**

Provides access to well-known system folders, such as Control Panel.

## **Related Samples**

The following sample ships with the Vista Bridge Sample Library:

KnownFoldersDemoApp

# **Vista Bridge Feature: Networking**

**Assembly: VistaBridgeLibrary**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Library.Network**

## **Description**

Provides access to information on networks and connections for the local computer.

## **Related Samples**

The following sample ships with the Vista Bridge Sample Library:

NetworkListDemoApp

# **Vista Bridge Feature: Power Management**

**Assembly: VistaBridgeLibrary**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Library.PowerM:**

## **Description**

Provides access to power settings for the local computer, including battery usage, power personalities, and power source.

## **Related Samples**

The following sample ships with the Vista Bridge Sample Library:

PowerMgmtDemoApp

# Vista Bridge Feature: Stock Icons

**Assembly: VistaBridgeLibrary**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Library.StockIcons**

## **Description**

Provides access to standard system icons. This feature includes the StockIcons static class that provides access to all of the system icons through static properties. The StockIcon class allows developers to access the bitmap for a specified system icon with optional overlays. Icons are available in regular and small versions. These classes support accessing system icons using XAML.

## **Related Samples**

The following sample ships with the Vista Bridge Sample Library:

StockIconDemoApp

# **Vista Bridge Feature: User Account Control**

**Assembly: VistaBridgeLibrary**

**Namespace:**

**Microsoft.SDK.Samples.VistaBridge.Services**

## **Description**

UACManager is used to execute processes on behalf of the UACDemo sample. It does not expose a managed API for native features.

## **Related Samples**

The following cross technology sample ships in the Windows SDK:

UACDemo – Demonstrates performing privileged system actions under User Account Control.

# **Vista Bridge Feature: Task and File Dialogs**

**Assembly: VistaBridgeLibrary**

**Namepspace:**

**Microsoft.SDK.Samples.VistaBridge.Library**

## **Description**

Provides a managed API for the OpenFileDialog, SaveFileDialog and TaskDialog. This feature is implemented as an extensible object hierarchy. The control-like objects are not actual controls, as they are used as representations of dialog configuration options available in native Vista.

The dialogs support XAML and programmatic development model.

## Related Samples

The following sample ships with the Vista Bridge Sample Library:

DialogsDemoApp

This feature depends on comctl32.dll version 6. If you receive an error that includes the following text, the incorrect version is being accessed:

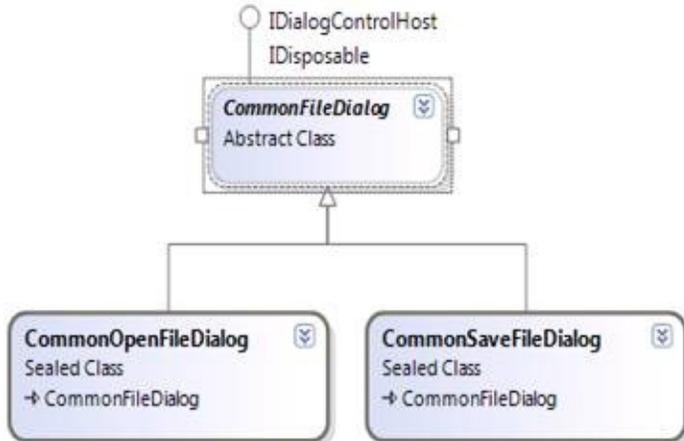
```
"...Certain DLLs (e.g. comctl32.dll) require an application manifest be provided with the executable so the correct version of the DLL is loaded."
```

To correct this error, ensure the application manifest contains the following:

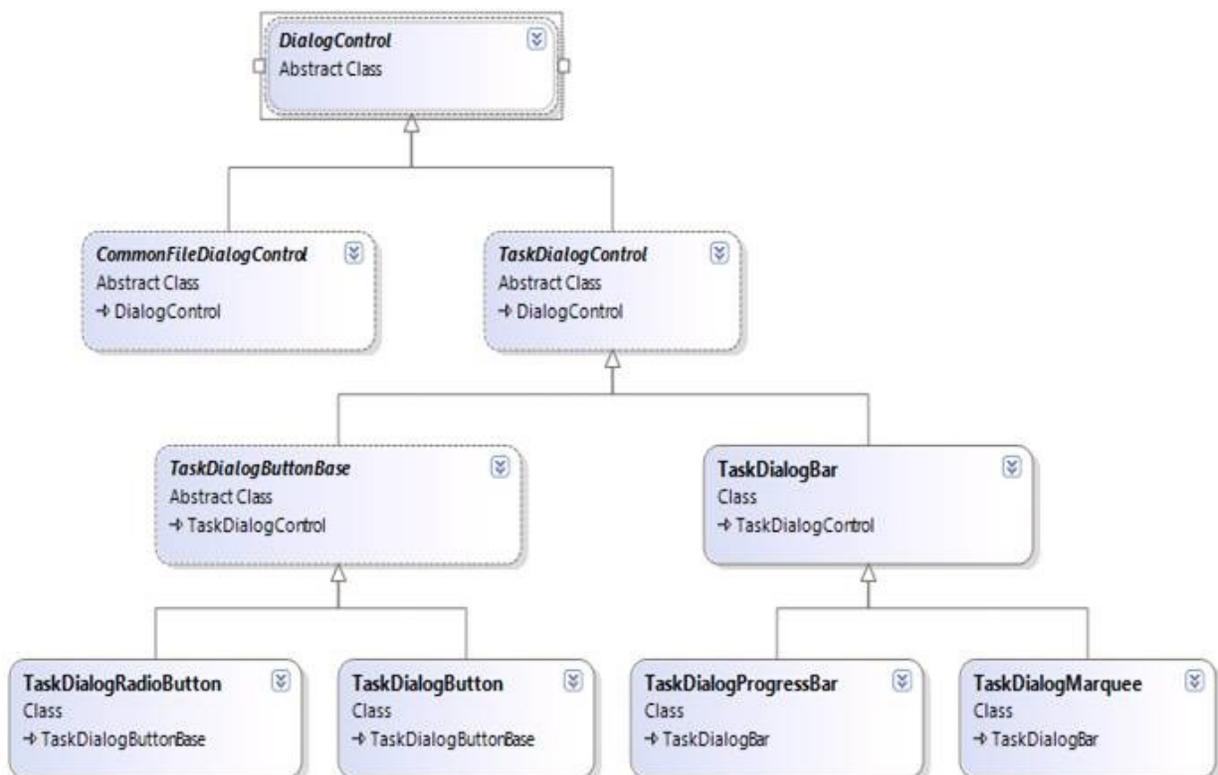
```
<description>Dialog demo for Vista Bridge Sample library</descriptio
<dependency>
  <dependentAssembly>
    <assemblyIdentity
      type="win32"
      name="Microsoft.Windows.Common-Controls"
      version="6.0.0.0"
      processorArchitecture=""
      publicKeyToken="6595b64144ccf1df"
      language=""
    />
  </dependentAssembly>
</dependency>
```

# Class Diagrams

The following diagram shows the inheritance relationship between the classes used to display the file open and save dialogs.



The following diagram shows the inheritance relationship between the classes that implement task and file dialog controls.



# Vista Bridge Samples

The following table describes the samples that are included with the Vista Bridge Samples Library. These samples demonstrate features shipping in this version of Vista Bridge.

Name	Description
AeroWizardDemoApp	This WPF application demonstrates how to implement glass (aero) look on a window.
ApplicationRecoveryRestartDemoApp	This console application demonstrates performing recovery after an application receives an unhandled exception. It also demonstrates having an application automatically restart after a crash. Applications must run for 60 seconds to be restarted automatically, so the sample beeps once after 60 seconds to signal to the user that the application will restart if the user selects the appropriate menu item to crash the application.
BreadcrumbBarDemoApp	This WPF application demonstrates how to use the new Breadcrumb Bar custom control.
DialogsDemoApp	This WPF application demonstrates various features of Windows Vista dialogs. See Remarks for additional information.
KnownFoldersDemoApp	This WPF application allows you to see the properties of known folders.
NetworkListDemoApp	This WPF application allows you to see the properties of networks and connections on the computer.
PowerMgmtDemoApp	This WPF application demonstrates getting the power settings for the

StockIconDemoApp

computer.

This WPF application demonstrates accessing standard system icons using XAML and in code.

## Remarks

The DialogsDemoApp sample depends on comctl32.dll version 6. If you receive an error that includes the following text, the incorrect version is being accessed:

```
"...Certain DLLs (e.g. comctl32.dll) require an application manifest be provided with the executable so the correct version of the DLL is loaded."
```

To correct this error, ensure the application manifest contains the following:

```
<description>Dialog demo for Vista Bridge Sample library</descriptio
<dependency>
  <dependentAssembly>
    <assemblyIdentity
      type="win32"
      name="Microsoft.Windows.Common-Controls"
      version="6.0.0.0"
      processorArchitecture="*"
      publicKeyToken="6595b64144ccf1df"
      language="*"
    />
  </dependentAssembly>
</dependency>
```



C#  Visual Basic

Visual C++

XAML

Vista Bridge Library for Managed code development

Microsoft.SDK.Samples.VistaBridge.Controls Namespace

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**[This is preliminary documentation and is subject to change.]**

Contains controls shipped with the Vista Bridge Library.

# Classes

	<b>Class</b>	<b>Description</b>
	<a href="#">AeroWizard</a>	
	<a href="#">CommandLinkWinForms</a>	Implements a CommandLink button that can be used in WinForms user interfaces.
	<a href="#">CommandLinkWPF</a>	Implements a CommandLink button that can be used in WPF user interfaces.

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C#  Visual Basic

Visual C++

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AeroWizard Class

[Members](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for  
T:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public class AeroWizard : Window, INotifyPropertyChanged
```

## Visual Basic (Declaration)

```
Public Class AeroWizard _  
    Inherits Window _  
    Implements INotifyPropertyChanged
```

## Visual C++

```
public ref class AeroWizard : public Window,  
    INotifyPropertyChanged
```

# **■ Inheritance Hierarchy**

System...:Object

System.Windows.Threading...:DispatcherObject

System.Windows...:DependencyObject

System.Windows.Media...:Visual

System.Windows...:UIElement

System.Windows...:FrameworkElement

System.Windows.Controls...:Control

System.Windows.Controls...:ContentControl

System.Windows...:Window

Microsoft.SDK.Samples.VistaBridge.Controls...:AeroWizard

## See Also

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

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AeroWizard Members

[AeroWizard Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#)  
[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [AeroWizard](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">AeroWizard</a>	Initializes a new instance of the <a href="#">AeroWizard</a> class

# Methods

	Name	Description
	Activate	(Inherited from Window.)
	AddChild	(Inherited from ContentControl.)
	<a href="#">AddHandler</a>	Overloaded.
	AddLogicalChild	(Inherited from FrameworkElement.)
	AddText	(Inherited from ContentControl.)
	AddToEventRoute	(Inherited from UIElement.)
	AddVisualChild	(Inherited from Visual.)
	<a href="#">ApplyAnimationClock</a>	Overloaded.
	ApplyTemplate	(Inherited from FrameworkElement.)
	Arrange	(Inherited from UIElement.)
	ArrangeCore	(Inherited from FrameworkElement.)
	ArrangeOverride	(Inherited from Window.)
	<a href="#">BeginAnimation</a>	Overloaded.
	BeginInit	(Inherited from FrameworkElement.)
	<a href="#">BeginStoryboard</a>	Overloaded.
	<a href="#">BringIntoView</a>	Overloaded.
	CaptureMouse	(Inherited from UIElement.)
	CaptureStylus	(Inherited from UIElement.)
	CheckAccess	(Inherited from DispatcherObject.)
	<a href="#">ClearValue</a>	Overloaded.
	Close	(Inherited from Window.)
	CoerceValue	(Inherited from DependencyObject.)

	DragMove	(Inherited from Window.)
	EndInit	(Inherited from FrameworkElement.)
	Equals	(Inherited from DependencyObject.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
	FindCommonVisualAncestor	(Inherited from Object.)
	FindName	(Inherited from Visual.)
	FindResource	(Inherited from FrameworkElement.)
	Focus	(Inherited from UIElement.)
	GetAnimationBaseValue	(Inherited from UIElement.)
	GetBindingExpression	(Inherited from FrameworkElement.)
	GetHashCode	(Inherited from DependencyObject.)
	GetLayoutClip	(Inherited from FrameworkElement.)
	GetLocalValueEnumerator	(Inherited from DependencyObject.)
	<a href="#"><u>GetPages</u></a>	
	GetTemplateChild	(Inherited from FrameworkElement.)
	GetType	Gets the Type of the current instance.
	GetUIParentCore	(Inherited from Object.)
	GetValue	(Inherited from FrameworkElement.)
		(Inherited from DependencyObject.)

	GetVisualChild	(Inherited from FrameworkElement.)
	Hide	(Inherited from Window.)
	<a href="#">HitTestCore</a>	Overloaded.
	InputHitTest	(Inherited from UIElement.)
	InvalidateArrange	(Inherited from UIElement.)
	InvalidateMeasure	(Inherited from UIElement.)
	InvalidateProperty	(Inherited from DependencyObject.)
	InvalidateVisual	(Inherited from UIElement.)
	IsAncestorOf	(Inherited from Visual.)
	IsDescendantOf	(Inherited from Visual.)
	Measure	(Inherited from UIElement.)
	MeasureCore	(Inherited from FrameworkElement.)
	MeasureOverride	(Inherited from Window.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	MoveFocus	(Inherited from FrameworkElement.)
	<a href="#">NextPage</a>	
	OnAccessKey	(Inherited from UIElement.)
	OnActivated	(Inherited from Window.)
	OnApplyTemplate	(Inherited from FrameworkElement.)
	OnChildDesiredSizeChanged	(Inherited from UIElement.)
	OnClosed	(Inherited from Window.)
	OnClosing	(Inherited from Window.)
	OnContentChanged	(Inherited from Window.)
	OnContentRendered	(Inherited from Window.)
	OnContentTemplateChanged	(Inherited from ContentControl.)
	OnContentTemplateSelectorChanged	(Inherited from ContentControl.)

	OnContextMenuClosing	(Inherited from FrameworkElement.)
	OnContextMenuOpening	(Inherited from FrameworkElement.)
	OnCreateAutomationPeer	(Inherited from Window.)
	OnDeactivated	(Inherited from Window.)
	OnDragEnter	(Inherited from UIElement.)
	OnDragLeave	(Inherited from UIElement.)
	OnDragOver	(Inherited from UIElement.)
	OnDrop	(Inherited from UIElement.)
	OnGiveFeedback	(Inherited from UIElement.)
	OnGotFocus	(Inherited from FrameworkElement.)
	OnGotKeyboardFocus	(Inherited from UIElement.)
	OnGotMouseCapture	(Inherited from UIElement.)
	OnGotStylusCapture	(Inherited from UIElement.)
	OnInitialized	(Inherited from FrameworkElement.)
	OnIsKeyboardFocusedChanged	(Inherited from UIElement.)
	OnIsKeyboardFocusWithinChanged	(Inherited from UIElement.)
	OnIsMouseCapturedChanged	(Inherited from UIElement.)
	OnIsMouseCaptureWithinChanged	(Inherited from UIElement.)
	OnIsMouseDirectlyOverChanged	(Inherited from UIElement.)
	OnIsStylusCapturedChanged	(Inherited from UIElement.)
	OnIsStylusCaptureWithinChanged	(Inherited from UIElement.)
	OnIsStylusDirectlyOverChanged	(Inherited from UIElement.)
	OnKeyDown	(Inherited from UIElement.)
	OnKeyUp	(Inherited from UIElement.)
	OnLocationChanged	(Inherited from Window.)
	OnLostFocus	(Inherited from UIElement.)
	OnLostKeyboardFocus	(Inherited from UIElement.)
	OnLostMouseCapture	(Inherited from UIElement.)
	OnLostStylusCapture	(Inherited from UIElement.)

	OnMouseDoubleClick	(Inherited from Control.)
	OnMouseDown	(Inherited from UIElement.)
	OnMouseEnter	(Inherited from UIElement.)
	OnMouseLeave	(Inherited from UIElement.)
	OnMouseLeftButtonDown	(Inherited from UIElement.)
	OnMouseLeftButtonUp	(Inherited from UIElement.)
	OnMouseMove	(Inherited from UIElement.)
	OnMouseRightButtonDown	(Inherited from UIElement.)
	OnMouseRightButtonUp	(Inherited from UIElement.)
	OnMouseUp	(Inherited from UIElement.)
	OnMouseWheel	(Inherited from UIElement.)
	OnPreviewDragEnter	(Inherited from UIElement.)
	OnPreviewDragLeave	(Inherited from UIElement.)
	OnPreviewDragOver	(Inherited from UIElement.)
	OnPreviewDrop	(Inherited from UIElement.)
	OnPreviewGiveFeedback	(Inherited from UIElement.)
	OnPreviewGotKeyboardFocus	(Inherited from UIElement.)
	OnPreviewKeyDown	(Inherited from UIElement.)
	OnPreviewKeyUp	(Inherited from UIElement.)
	OnPreviewLostKeyboardFocus	(Inherited from UIElement.)
	OnPreviewMouseDoubleClick	(Inherited from Control.)
	OnPreviewMouseDown	(Inherited from UIElement.)
	OnPreviewMouseLeftButtonDown	(Inherited from UIElement.)
	OnPreviewMouseLeftButtonUp	(Inherited from UIElement.)
	OnPreviewMouseMove	(Inherited from UIElement.)
	OnPreviewMouseRightButtonDown	(Inherited from UIElement.)
	OnPreviewMouseRightButtonUp	(Inherited from UIElement.)
	OnPreviewMouseUp	(Inherited from UIElement.)
	OnPreviewMouseWheel	(Inherited from UIElement.)
	OnPreviewQueryContinueDrag	(Inherited from UIElement.)
	OnPreviewStylusButtonDown	(Inherited from UIElement.)
	OnPreviewStylusButtonUp	(Inherited from UIElement.)
	OnPreviewStylusDown	(Inherited from UIElement.)

	OnPreviewStylusInAirMove	(Inherited from UIElement.)
	OnPreviewStylusInRange	(Inherited from UIElement.)
	OnPreviewStylusMove	(Inherited from UIElement.)
	OnPreviewStylusOutOfRange	(Inherited from UIElement.)
	OnPreviewStylusSystemGesture	(Inherited from UIElement.)
	OnPreviewStylusUp	(Inherited from UIElement.)
	OnPreviewTextInput	(Inherited from UIElement.)
	OnPropertyChanged	(Inherited from FrameworkElement.)
	OnQueryContinueDrag	(Inherited from UIElement.)
	OnQueryCursor	(Inherited from UIElement.)
	OnRender	(Inherited from UIElement.)
	OnRenderSizeChanged	(Inherited from FrameworkElement.)
	OnSourceInitialized	(Inherited from Window.)
	OnStateChanged	(Inherited from Window.)
	OnStyleChanged	(Inherited from FrameworkElement.)
	OnStylusButtonDown	(Inherited from UIElement.)
	OnStylusButtonUp	(Inherited from UIElement.)
	OnStylusDown	(Inherited from UIElement.)
	OnStylusEnter	(Inherited from UIElement.)
	OnStylusInAirMove	(Inherited from UIElement.)
	OnStylusInRange	(Inherited from UIElement.)
	OnStylusLeave	(Inherited from UIElement.)
	OnStylusMove	(Inherited from UIElement.)
	OnStylusOutOfRange	(Inherited from UIElement.)
	OnStylusSystemGesture	(Inherited from UIElement.)
	OnStylusUp	(Inherited from UIElement.)
	OnTemplateChanged	(Inherited from Control.)
	OnTextInput	(Inherited from UIElement.)
	OnToolTipClosing	(Inherited from FrameworkElement.)

	OnToolTipOpening	(Inherited from FrameworkElement.)
	OnVisualChildrenChanged	(Inherited from Visual.)
	OnVisualParentChanged	(Inherited from Window.)
	ParentLayoutInvalidated	(Inherited from FrameworkElement.)
	PointFromScreen	(Inherited from Visual.)
	PointToScreen	(Inherited from Visual.)
	PredictFocus	(Inherited from FrameworkElement.)
	RaiseEvent	(Inherited from UIElement.)
	ReadLocalValue	(Inherited from DependencyObject.)
	RegisterName	(Inherited from FrameworkElement.)
	ReleaseMouseCapture	(Inherited from UIElement.)
	ReleaseStylusCapture	(Inherited from UIElement.)
	RemoveHandler	(Inherited from UIElement.)
	RemoveLogicalChild	(Inherited from FrameworkElement.)
	RemoveVisualChild	(Inherited from Visual.)
	<a href="#">SetBinding</a>	Overloaded.
	 <a href="#">SetPages</a>	
	SetResourceReference	(Inherited from FrameworkElement.)
	<a href="#">SetValue</a>	Overloaded.
	ShouldSerializeCommandBindings	(Inherited from UIElement.)
	ShouldSerializeContent	(Inherited from ContentControl.)
	ShouldSerializeInputBindings	(Inherited from UIElement.)
	ShouldSerializeProperty	(Inherited from DependencyObject.)
	ShouldSerializeResources	(Inherited from FrameworkElement.)

ShouldSerializeStyle	(Inherited from FrameworkElement.)
ShouldSerializeTriggers	(Inherited from FrameworkElement.)
Show	(Inherited from Window.)
ShowDialog	(Inherited from Window.)
ToString	(Inherited from Control.)
<a href="#">TransformToAncestor</a>	Overloaded.
TransformToDescendant	(Inherited from Visual.)
TransformToVisual	(Inherited from Visual.)
TranslatePoint	(Inherited from UIElement.)
TryFindResource	(Inherited from FrameworkElement.)
UnregisterName	(Inherited from FrameworkElement.)
UpdateLayout	(Inherited from UIElement.)
VerifyAccess	(Inherited from DispatcherObject.)

# Fields

Name	Description
◆ <b>S</b> <a href="#">ContentAreaProperty</a>	
◆ <b>S</b> <a href="#">GlyphProperty</a>	
◆ <b>S</b> <a href="#">MainInstructionProperty</a>	
◆ <b>S</b> <a href="#">PagesProperty</a>	
◆ <b>S</b> <a href="#">TitleProperty</a>	

# Properties

	<b>Name</b>	<b>Description</b>
	ActualHeight	(Inherited from FrameworkElement.)
	ActualWidth	(Inherited from FrameworkElement.)
	AllowDrop	(Inherited from UIElement.)
	AllowsTransparency	(Inherited from Window.)
	Background	(Inherited from Control.)
	BitmapEffect	(Inherited from UIElement.)
	BitmapEffectInput	(Inherited from UIElement.)
	BorderBrush	(Inherited from Control.)
	BorderThickness	(Inherited from Control.)
	Clip	(Inherited from UIElement.)
	ClipToBounds	(Inherited from UIElement.)
	CommandBindings	(Inherited from UIElement.)
	Content	(Inherited from ContentControl.)
	<a href="#">ContentArea</a>	
	ContentTemplate	(Inherited from ContentControl.)
	ContentTemplateSelector	(Inherited from ContentControl.)
	ContextMenu	(Inherited from FrameworkElement.)
	Cursor	(Inherited from FrameworkElement.)
	DataContext	(Inherited from FrameworkElement.)
	DefaultStyleKey	(Inherited from FrameworkElement.)
	DependencyObjectType	(Inherited from DependencyObject.)
	DesiredSize	(Inherited from UIElement.)
	DialogResult	(Inherited from Window.)
	Dispatcher	(Inherited from DispatcherObject.)
	FlowDirection	(Inherited from FrameworkElement.)
	Focusable	(Inherited from UIElement.)
	FocusVisualStyle	(Inherited from FrameworkElement.)
	FontFamily	(Inherited from Control.)

	FontSize	(Inherited from Control.)
	FontStretch	(Inherited from Control.)
	FontStyle	(Inherited from Control.)
	FontWeight	(Inherited from Control.)
	ForceCursor	(Inherited from FrameworkElement.)
	Foreground	(Inherited from Control.)
	<a href="#">Glyph</a>	
	HandlesScrolling	(Inherited from Control.)
	HasAnimatedProperties	(Inherited from UIElement.)
	HasContent	(Inherited from ContentControl.)
	Height	(Inherited from FrameworkElement.)
	HorizontalAlignment	(Inherited from FrameworkElement.)
	HorizontalContentAlignment	(Inherited from Control.)
	Icon	(Inherited from Window.)
	InheritanceBehavior	(Inherited from FrameworkElement.)
	InputBindings	(Inherited from UIElement.)
	InputScope	(Inherited from FrameworkElement.)
	IsActive	(Inherited from Window.)
	IsArrangeValid	(Inherited from UIElement.)
	IsEnabled	(Inherited from UIElement.)
	IsEnabledCore	(Inherited from UIElement.)
	IsFocused	(Inherited from UIElement.)
	IsHitTestVisible	(Inherited from UIElement.)
	IsInitialized	(Inherited from FrameworkElement.)
	IsInputMethodEnabled	(Inherited from UIElement.)
	IsKeyboardFocused	(Inherited from UIElement.)
	IsKeyboardFocusWithin	(Inherited from UIElement.)
	IsLoaded	(Inherited from FrameworkElement.)
	IsMeasureValid	(Inherited from UIElement.)
	IsMouseCaptured	(Inherited from UIElement.)
	IsMouseCaptureWithin	(Inherited from UIElement.)
	IsMouseDirectlyOver	(Inherited from UIElement.)
	IsMouseOver	(Inherited from UIElement.)

	IsSealed	(Inherited from DependencyObject.)
	IsStylusCaptured	(Inherited from UIElement.)
	IsStylusCaptureWithin	(Inherited from UIElement.)
	IsStylusDirectlyOver	(Inherited from UIElement.)
	IsStylusOver	(Inherited from UIElement.)
	IsTabStop	(Inherited from Control.)
	IsVisible	(Inherited from UIElement.)
	Language	(Inherited from FrameworkElement.)
	LayoutTransform	(Inherited from FrameworkElement.)
	Left	(Inherited from Window.)
	LogicalChildren	(Inherited from Window.)
	<a href="#"><u>MainInstruction</u></a>	
	Margin	(Inherited from FrameworkElement.)
	MaxHeight	(Inherited from FrameworkElement.)
	MaxWidth	(Inherited from FrameworkElement.)
	MinHeight	(Inherited from FrameworkElement.)
	MinWidth	(Inherited from FrameworkElement.)
	Name	(Inherited from FrameworkElement.)
	Opacity	(Inherited from UIElement.)
	OpacityMask	(Inherited from UIElement.)
	OverridesDefaultStyle	(Inherited from FrameworkElement.)
	OwnedWindows	(Inherited from Window.)
	Owner	(Inherited from Window.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from FrameworkElement.)
	PersistId	<b>Obsolete.</b> (Inherited from UIElement.)
	RenderSize	(Inherited from UIElement.)
	RenderTransform	(Inherited from UIElement.)
	RenderTransformOrigin	(Inherited from UIElement.)
	ResizeMode	(Inherited from Window.)
	Resources	(Inherited from FrameworkElement.)
	RestoreBounds	(Inherited from Window.)
	ShowInTaskbar	(Inherited from Window.)

	SizeToContent	(Inherited from Window.)
	SnapsToDevicePixels	(Inherited from UIElement.)
	Style	(Inherited from FrameworkElement.)
	StylusPlugIns	(Inherited from UIElement.)
	TabIndex	(Inherited from Control.)
	Tag	(Inherited from FrameworkElement.)
	Template	(Inherited from Control.)
	TemplatedParent	(Inherited from FrameworkElement.)
	<a href="#">Title</a>	
	ToolTip	(Inherited from FrameworkElement.)
	Top	(Inherited from Window.)
	Topmost	(Inherited from Window.)
	Triggers	(Inherited from FrameworkElement.)
	VerticalAlignment	(Inherited from FrameworkElement.)
	VerticalContentAlignment	(Inherited from Control.)
	Visibility	(Inherited from UIElement.)
	VisualBitmapEffect	(Inherited from Visual.)
	VisualBitmapEffectInput	(Inherited from Visual.)
	VisualBitmapScalingMode	(Inherited from Visual.)
	VisualChildrenCount	(Inherited from FrameworkElement.)
	VisualClip	(Inherited from Visual.)
	VisualEdgeMode	(Inherited from Visual.)
	VisualOffset	(Inherited from Visual.)
	VisualOpacity	(Inherited from Visual.)
	VisualOpacityMask	(Inherited from Visual.)
	VisualParent	(Inherited from Visual.)
	VisualTransform	(Inherited from Visual.)
	VisualXSnappingGuidelines	(Inherited from Visual.)
	VisualYSnappingGuidelines	(Inherited from Visual.)
	Width	(Inherited from FrameworkElement.)
	WindowStartupLocation	(Inherited from Window.)
	WindowState	(Inherited from Window.)
	WindowStyle	(Inherited from Window.)

# Events

	<b>Name</b>	<b>Description</b>
⚡	Activated	(Inherited from Window.)
⚡	Closed	(Inherited from Window.)
⚡	Closing	(Inherited from Window.)
⚡	ContentRendered	(Inherited from Window.)
⚡	ContextMenuClosing	(Inherited from FrameworkElement.)
⚡	ContextMenuOpening	(Inherited from FrameworkElement.)
⚡	DataContextChanged	(Inherited from FrameworkElement.)
⚡	Deactivated	(Inherited from Window.)
⚡	DragEnter	(Inherited from UIElement.)
⚡	DragLeave	(Inherited from UIElement.)
⚡	DragOver	(Inherited from UIElement.)
⚡	Drop	(Inherited from UIElement.)
⚡	FocusableChanged	(Inherited from UIElement.)
⚡	GiveFeedback	(Inherited from UIElement.)
⚡	GotFocus	(Inherited from UIElement.)
⚡	GotKeyboardFocus	(Inherited from UIElement.)
⚡	GotMouseCapture	(Inherited from UIElement.)
⚡	GotStylusCapture	(Inherited from UIElement.)
⚡	Initialized	(Inherited from FrameworkElement.)
⚡	IsEnabledChanged	(Inherited from UIElement.)
⚡	IsHitTestVisibleChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusedChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusWithinChanged	(Inherited from UIElement.)
⚡	IsMouseCapturedChanged	(Inherited from UIElement.)
⚡	IsMouseCaptureWithinChanged	(Inherited from UIElement.)
⚡	IsMouseDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsStylusCapturedChanged	(Inherited from UIElement.)
⚡	IsStylusCaptureWithinChanged	(Inherited from UIElement.)

⚡	IsStylusDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsVisibleChanged	(Inherited from UIElement.)
⚡	KeyDown	(Inherited from UIElement.)
⚡	KeyUp	(Inherited from UIElement.)
⚡	LayoutUpdated	(Inherited from UIElement.)
⚡	Loaded	(Inherited from FrameworkElement.)
⚡	LocationChanged	(Inherited from Window.)
⚡	LostFocus	(Inherited from UIElement.)
⚡	LostKeyboardFocus	(Inherited from UIElement.)
⚡	LostMouseCapture	(Inherited from UIElement.)
⚡	LostStylusCapture	(Inherited from UIElement.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from UIElement.)
⚡	MouseEnter	(Inherited from UIElement.)
⚡	MouseLeave	(Inherited from UIElement.)
⚡	MouseLeftButtonDown	(Inherited from UIElement.)
⚡	MouseLeftButtonUp	(Inherited from UIElement.)
⚡	MouseMove	(Inherited from UIElement.)
⚡	MouseRightButtonDown	(Inherited from UIElement.)
⚡	MouseRightButtonUp	(Inherited from UIElement.)
⚡	MouseUp	(Inherited from UIElement.)
⚡	MouseWheel	(Inherited from UIElement.)
⚡	PreviewDragEnter	(Inherited from UIElement.)
⚡	PreviewDragLeave	(Inherited from UIElement.)
⚡	PreviewDragOver	(Inherited from UIElement.)
⚡	PreviewDrop	(Inherited from UIElement.)
⚡	PreviewGiveFeedback	(Inherited from UIElement.)
⚡	PreviewGotKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewKeyDown	(Inherited from UIElement.)
⚡	PreviewKeyUp	(Inherited from UIElement.)
⚡	PreviewLostKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewMouseDoubleClick	(Inherited from Control.)

⚡	PreviewMouseDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseMove	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseUp	(Inherited from UIElement.)
⚡	PreviewMouseWheel	(Inherited from UIElement.)
⚡	PreviewQueryContinueDrag	(Inherited from UIElement.)
⚡	PreviewStylusButtonDown	(Inherited from UIElement.)
⚡	PreviewStylusButtonUp	(Inherited from UIElement.)
⚡	PreviewStylusDown	(Inherited from UIElement.)
⚡	PreviewStylusInAirMove	(Inherited from UIElement.)
⚡	PreviewStylusInRange	(Inherited from UIElement.)
⚡	PreviewStylusMove	(Inherited from UIElement.)
⚡	PreviewStylusOutOfRange	(Inherited from UIElement.)
⚡	PreviewStylusSystemGesture	(Inherited from UIElement.)
⚡	PreviewStylusUp	(Inherited from UIElement.)
⚡	PreviewTextInput	(Inherited from UIElement.)
⚡	<a href="#">PropertyChanged</a>	
⚡	QueryContinueDrag	(Inherited from UIElement.)
⚡	QueryCursor	(Inherited from UIElement.)
⚡	RequestBringIntoView	(Inherited from FrameworkElement.)
⚡	SizeChanged	(Inherited from FrameworkElement.)
⚡	SourceInitialized	(Inherited from Window.)
⚡	SourceUpdated	(Inherited from FrameworkElement.)
⚡	StateChanged	(Inherited from Window.)
⚡	StylusButtonDown	(Inherited from UIElement.)
⚡	StylusButtonUp	(Inherited from UIElement.)
⚡	StylusDown	(Inherited from UIElement.)
⚡	StylusEnter	(Inherited from UIElement.)
⚡	StylusInAirMove	(Inherited from UIElement.)

⚡	StylusInRange	(Inherited from UIElement.)
⚡	StylusLeave	(Inherited from UIElement.)
⚡	StylusMove	(Inherited from UIElement.)
⚡	StylusOutOfRange	(Inherited from UIElement.)
⚡	StylusSystemGesture	(Inherited from UIElement.)
⚡	StylusUp	(Inherited from UIElement.)
⚡	TargetUpdated	(Inherited from FrameworkElement.)
⚡	TextInput	(Inherited from UIElement.)
⚡	ToolTipClosing	(Inherited from FrameworkElement.)
⚡	ToolTipOpening	(Inherited from FrameworkElement.)
⚡	Unloaded	(Inherited from FrameworkElement.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IAddChild...::AddChild	(Inherited from ContentControl.)
	IAddChild...::AddText	(Inherited from ContentControl.)

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard Constructor

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Initializes a new instance of the [AeroWizard](#) class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public AeroWizard()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
AeroWizard()
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard Fields

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [AeroWizard](#) type exposes the following members.

# Fields

Name	Description
<a href="#">ContentAreaProperty</a>	
<a href="#">GlyphProperty</a>	
<a href="#">MainInstructionProperty</a>	
<a href="#">PagesProperty</a>	
<a href="#">TitleProperty</a>	

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:ContentAreaProperty Field

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

F:\Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.ContentAreaProperty]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public static readonly DependencyProperty ContentAreaProperty
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly ContentAreaProperty As DependencyProperty
```

## Visual C++

```
public:  
static initonly DependencyProperty^ ContentAreaProperty
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::GlyphProperty Field

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

F:\Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.GlyphProperty]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public static readonly DependencyProperty GlyphProperty
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly DependencyProperty As DependencyProperty
```

## Visual C++

```
public:  
static initonly DependencyProperty^ GlyphProperty
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:MainInstructionProperty Field

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**F:\Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.MainInstructionProperty]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public static readonly DependencyProperty MainInstructionProperty
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly MainInstructionProperty As DependencyProperty
```

## Visual C++

```
public:  
static initonly DependencyProperty^ MainInstructionProperty
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:PagesProperty Field

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

F:\Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.PagesProperty]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public static readonly DependencyProperty PagesProperty
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly DependencyProperty As DependencyProperty
```

## Visual C++

```
public:  
static initonly DependencyProperty^ PagesProperty
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:TitleProperty Field

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

F:\Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.TitleProperty]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public static readonly DependencyProperty TitleProperty
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly TitleProperty As DependencyProperty
```

## Visual C++

```
public:  
static initonly DependencyProperty^ TitleProperty
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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- C#  Visual Basic
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- Include Protected Members
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Vista Bridge Library for Managed code development

AeroWizard Methods

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [AeroWizard](#) type exposes the following members.

# Methods

	Name	Description
	Activate	(Inherited from Window.)
	AddChild	(Inherited from ContentControl.)
	<a href="#">AddHandler</a>	Overloaded.
	AddLogicalChild	(Inherited from FrameworkElement.)
	AddText	(Inherited from ContentControl.)
	AddToEventRoute	(Inherited from UIElement.)
	AddVisualChild	(Inherited from Visual.)
	<a href="#">ApplyAnimationClock</a>	Overloaded.
	ApplyTemplate	(Inherited from FrameworkElement.)
	Arrange	(Inherited from UIElement.)
	ArrangeCore	(Inherited from FrameworkElement.)
	ArrangeOverride	(Inherited from Window.)
	<a href="#">BeginAnimation</a>	Overloaded.
	BeginInit	(Inherited from FrameworkElement.)
	<a href="#">BeginStoryboard</a>	Overloaded.
	<a href="#">BringIntoView</a>	Overloaded.
	CaptureMouse	(Inherited from UIElement.)
	CaptureStylus	(Inherited from UIElement.)
	CheckAccess	(Inherited from DispatcherObject.)
	<a href="#">ClearValue</a>	Overloaded.
	Close	(Inherited from Window.)
	CoerceValue	(Inherited from DependencyObject.)

	DragMove	(Inherited from Window.)
	EndInit	(Inherited from FrameworkElement.)
	Equals	(Inherited from DependencyObject.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.
	FindCommonVisualAncestor	(Inherited from Object.)
	FindName	(Inherited from Visual.)
	FindResource	(Inherited from FrameworkElement.)
	Focus	(Inherited from UIElement.)
	GetAnimationBaseValue	(Inherited from UIElement.)
	GetBindingExpression	(Inherited from FrameworkElement.)
	GetHashCode	(Inherited from DependencyObject.)
	GetLayoutClip	(Inherited from FrameworkElement.)
	GetLocalValueEnumerator	(Inherited from DependencyObject.)
	<a href="#"><u>GetPages</u></a>	
	GetTemplateChild	(Inherited from FrameworkElement.)
	GetType	Gets the Type of the current instance.
	GetUIParentCore	(Inherited from Object.)
	GetValue	(Inherited from FrameworkElement.)
		(Inherited from DependencyObject.)

	GetVisualChild	(Inherited from FrameworkElement.)
	Hide	(Inherited from Window.)
	<a href="#">HitTestCore</a>	Overloaded.
	InputHitTest	(Inherited from UIElement.)
	InvalidateArrange	(Inherited from UIElement.)
	InvalidateMeasure	(Inherited from UIElement.)
	InvalidateProperty	(Inherited from DependencyObject.)
	InvalidateVisual	(Inherited from UIElement.)
	IsAncestorOf	(Inherited from Visual.)
	IsDescendantOf	(Inherited from Visual.)
	Measure	(Inherited from UIElement.)
	MeasureCore	(Inherited from FrameworkElement.)
	MeasureOverride	(Inherited from Window.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	MoveFocus	(Inherited from FrameworkElement.)
	<a href="#">NextPage</a>	
	OnAccessKey	(Inherited from UIElement.)
	OnActivated	(Inherited from Window.)
	OnApplyTemplate	(Inherited from FrameworkElement.)
	OnChildDesiredSizeChanged	(Inherited from UIElement.)
	OnClosed	(Inherited from Window.)
	OnClosing	(Inherited from Window.)
	OnContentChanged	(Inherited from Window.)
	OnContentRendered	(Inherited from Window.)
	OnContentTemplateChanged	(Inherited from ContentControl.)
	OnContentTemplateSelectorChanged	(Inherited from ContentControl.)

	OnContextMenuClosing	(Inherited from FrameworkElement.)
	OnContextMenuOpening	(Inherited from FrameworkElement.)
	OnCreateAutomationPeer	(Inherited from Window.)
	OnDeactivated	(Inherited from Window.)
	OnDragEnter	(Inherited from UIElement.)
	OnDragLeave	(Inherited from UIElement.)
	OnDragOver	(Inherited from UIElement.)
	OnDrop	(Inherited from UIElement.)
	OnGiveFeedback	(Inherited from UIElement.)
	OnGotFocus	(Inherited from FrameworkElement.)
	OnGotKeyboardFocus	(Inherited from UIElement.)
	OnGotMouseCapture	(Inherited from UIElement.)
	OnGotStylusCapture	(Inherited from UIElement.)
	OnInitialized	(Inherited from FrameworkElement.)
	OnIsKeyboardFocusedChanged	(Inherited from UIElement.)
	OnIsKeyboardFocusWithinChanged	(Inherited from UIElement.)
	OnIsMouseCapturedChanged	(Inherited from UIElement.)
	OnIsMouseCaptureWithinChanged	(Inherited from UIElement.)
	OnIsMouseDirectlyOverChanged	(Inherited from UIElement.)
	OnIsStylusCapturedChanged	(Inherited from UIElement.)
	OnIsStylusCaptureWithinChanged	(Inherited from UIElement.)
	OnIsStylusDirectlyOverChanged	(Inherited from UIElement.)
	OnKeyDown	(Inherited from UIElement.)
	OnKeyUp	(Inherited from UIElement.)
	OnLocationChanged	(Inherited from Window.)
	OnLostFocus	(Inherited from UIElement.)
	OnLostKeyboardFocus	(Inherited from UIElement.)
	OnLostMouseCapture	(Inherited from UIElement.)
	OnLostStylusCapture	(Inherited from UIElement.)

	OnMouseDoubleClick	(Inherited from Control.)
	OnMouseDown	(Inherited from UIElement.)
	OnMouseEnter	(Inherited from UIElement.)
	OnMouseLeave	(Inherited from UIElement.)
	OnMouseLeftButtonDown	(Inherited from UIElement.)
	OnMouseLeftButtonUp	(Inherited from UIElement.)
	OnMouseMove	(Inherited from UIElement.)
	OnMouseRightButtonDown	(Inherited from UIElement.)
	OnMouseRightButtonUp	(Inherited from UIElement.)
	OnMouseUp	(Inherited from UIElement.)
	OnMouseWheel	(Inherited from UIElement.)
	OnPreviewDragEnter	(Inherited from UIElement.)
	OnPreviewDragLeave	(Inherited from UIElement.)
	OnPreviewDragOver	(Inherited from UIElement.)
	OnPreviewDrop	(Inherited from UIElement.)
	OnPreviewGiveFeedback	(Inherited from UIElement.)
	OnPreviewGotKeyboardFocus	(Inherited from UIElement.)
	OnPreviewKeyDown	(Inherited from UIElement.)
	OnPreviewKeyUp	(Inherited from UIElement.)
	OnPreviewLostKeyboardFocus	(Inherited from UIElement.)
	OnPreviewMouseDoubleClick	(Inherited from Control.)
	OnPreviewMouseDown	(Inherited from UIElement.)
	OnPreviewMouseLeftButtonDown	(Inherited from UIElement.)
	OnPreviewMouseLeftButtonUp	(Inherited from UIElement.)
	OnPreviewMouseMove	(Inherited from UIElement.)
	OnPreviewMouseRightButtonDown	(Inherited from UIElement.)
	OnPreviewMouseRightButtonUp	(Inherited from UIElement.)
	OnPreviewMouseUp	(Inherited from UIElement.)
	OnPreviewMouseWheel	(Inherited from UIElement.)
	OnPreviewQueryContinueDrag	(Inherited from UIElement.)
	OnPreviewStylusButtonDown	(Inherited from UIElement.)
	OnPreviewStylusButtonUp	(Inherited from UIElement.)
	OnPreviewStylusDown	(Inherited from UIElement.)

	OnPreviewStylusInAirMove	(Inherited from UIElement.)
	OnPreviewStylusInRange	(Inherited from UIElement.)
	OnPreviewStylusMove	(Inherited from UIElement.)
	OnPreviewStylusOutOfRange	(Inherited from UIElement.)
	OnPreviewStylusSystemGesture	(Inherited from UIElement.)
	OnPreviewStylusUp	(Inherited from UIElement.)
	OnPreviewTextInput	(Inherited from UIElement.)
	OnPropertyChanged	(Inherited from FrameworkElement.)
	OnQueryContinueDrag	(Inherited from UIElement.)
	OnQueryCursor	(Inherited from UIElement.)
	OnRender	(Inherited from UIElement.)
	OnRenderSizeChanged	(Inherited from FrameworkElement.)
	OnSourceInitialized	(Inherited from Window.)
	OnStateChanged	(Inherited from Window.)
	OnStyleChanged	(Inherited from FrameworkElement.)
	OnStylusButtonDown	(Inherited from UIElement.)
	OnStylusButtonUp	(Inherited from UIElement.)
	OnStylusDown	(Inherited from UIElement.)
	OnStylusEnter	(Inherited from UIElement.)
	OnStylusInAirMove	(Inherited from UIElement.)
	OnStylusInRange	(Inherited from UIElement.)
	OnStylusLeave	(Inherited from UIElement.)
	OnStylusMove	(Inherited from UIElement.)
	OnStylusOutOfRange	(Inherited from UIElement.)
	OnStylusSystemGesture	(Inherited from UIElement.)
	OnStylusUp	(Inherited from UIElement.)
	OnTemplateChanged	(Inherited from Control.)
	OnTextInput	(Inherited from UIElement.)
	OnToolTipClosing	(Inherited from FrameworkElement.)

	OnToolTipOpening	(Inherited from FrameworkElement.)
	OnVisualChildrenChanged	(Inherited from Visual.)
	OnVisualParentChanged	(Inherited from Window.)
	ParentLayoutInvalidated	(Inherited from FrameworkElement.)
	PointFromScreen	(Inherited from Visual.)
	PointToScreen	(Inherited from Visual.)
	PredictFocus	(Inherited from FrameworkElement.)
	RaiseEvent	(Inherited from UIElement.)
	ReadLocalValue	(Inherited from DependencyObject.)
	RegisterName	(Inherited from FrameworkElement.)
	ReleaseMouseCapture	(Inherited from UIElement.)
	ReleaseStylusCapture	(Inherited from UIElement.)
	RemoveHandler	(Inherited from UIElement.)
	RemoveLogicalChild	(Inherited from FrameworkElement.)
	RemoveVisualChild	(Inherited from Visual.)
	<a href="#">SetBinding</a>	Overloaded.
	 <a href="#">SetPages</a>	
	SetResourceReference	(Inherited from FrameworkElement.)
	<a href="#">SetValue</a>	Overloaded.
	ShouldSerializeCommandBindings	(Inherited from UIElement.)
	ShouldSerializeContent	(Inherited from ContentControl.)
	ShouldSerializeInputBindings	(Inherited from UIElement.)
	ShouldSerializeProperty	(Inherited from DependencyObject.)
	ShouldSerializeResources	(Inherited from FrameworkElement.)

ShouldSerializeStyle	(Inherited from FrameworkElement.)
ShouldSerializeTriggers	(Inherited from FrameworkElement.)
Show	(Inherited from Window.)
ShowDialog	(Inherited from Window.)
ToString	(Inherited from Control.)
<a href="#">TransformToAncestor</a>	Overloaded.
TransformToDescendant	(Inherited from Visual.)
TransformToVisual	(Inherited from Visual.)
TranslatePoint	(Inherited from UIElement.)
TryFindResource	(Inherited from FrameworkElement.)
UnregisterName	(Inherited from FrameworkElement.)
UpdateLayout	(Inherited from UIElement.)
VerifyAccess	(Inherited from DispatcherObject.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IAddChild...::AddChild	(Inherited from ContentControl.)
	IAddChild...::AddText	(Inherited from ContentControl.)

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::AddHandler Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	AddHandler(RoutedEvent, Delegate)	(Inherited from UIElement.)
	AddHandler(RoutedEvent, Delegate, Boolean)	(Inherited from UIElement.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::ApplyAnimationClock Method

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**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	ApplyAnimationClock(DependencyProperty, AnimationClock)	(Inherited from UIElement.)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)	(Inherited from UIElement.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::BeginAnimation Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	BeginAnimation(DependencyProperty, AnimationTimeline)	(Inherited from UIElement.)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)	(Inherited from UIElement.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::BeginStoryboard Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	BeginInitStoryboard(Storyboard)	(Inherited from FrameworkElement.)
	BeginInitStoryboard(Storyboard, HandoffBehavior)	(Inherited from FrameworkElement.)
	BeginInitStoryboard(Storyboard, HandoffBehavior, Boolean)	(Inherited from FrameworkElement.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::BringIntoView Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	BringIntoView()	(Inherited from FrameworkElement.)
◆	BringIntoView(Rect)	(Inherited from FrameworkElement.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::ClearValue Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	ClearValue(DependencyProperty)	(Inherited from DependencyObject.)
◆	ClearValue(DependencyPropertyKey)	(Inherited from DependencyObject.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::GetPages Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**M:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.GetPages(System.Windows.Dependency**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# Syntax

## C#

```
public static List<Page> GetPages(  
    DependencyObject obj  
)
```

## Visual Basic (Declaration)

```
Public Shared Function GetPages ( _  
    obj As DependencyObject _  
) As List(Of Page)
```

## Visual C++

```
public:  
static List<Page^>^ GetPages(  
    DependencyObject^ obj  
)
```

## Parameters

obj

Type: System.Windows...:DependencyObject

**[Missing <param name="obj"/> documentation for**

**"M:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.GetPages(System.Windows.Dep**

## Return Value

**[Missing <returns> documentation for**

**M:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.GetPages(System.Windows.Dependency**

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::HitTestCore Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	HitTestCore(PointHitTestParameters)	(Inherited from UIElement.)
	HitTestCore(GeometryHitTestParameters)	(Inherited from UIElement.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:NextPage Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

M:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.NextPage]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public void NextPage()
```

## Visual Basic (Declaration)

```
Public Sub NextPage
```

## Visual C++

```
public:  
void NextPage()
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::SetBinding Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetBinding(DependencyProperty, BindingBase)	(Inherited from FrameworkElement.)
	SetBinding(DependencyProperty, String)	(Inherited from FrameworkElement.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::SetPages Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**M:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.SetPages(System.Windows.Dependency**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# Syntax

## C#

```
public static void SetPages(  
    DependencyObject obj,  
    List<Page> value  
)
```

## Visual Basic (Declaration)

```
Public Shared Sub SetPages ( _  
    obj As DependencyObject, _  
    value As List(Of Page) _  
)
```

## Visual C++

```
public:  
static void SetPages(  
    DependencyObject^ obj,  
    List<Page^>^ value  
)
```

## Parameters

obj

Type: System.Windows...:DependencyObject

**[Missing <param name="obj"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.SetPages(System.Windows.Dep**

value

Type: System.Collections.Generic...:List<(Of <(Page>>>)

**[Missing <param name="value"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.SetPages(System.Windows.Dep**

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::SetValue Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetValue(DependencyProperty, Object)	(Inherited from DependencyObject.)
	SetValue(DependencyPropertyKey, Object)	(Inherited from DependencyObject.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...::TransformToAncestor Method

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	TransformToAncestor(Visual)	(Inherited from Visual.)
◆	TransformToAncestor(Visual3D)	(Inherited from Visual.)

## See Also

[AeroWizard Class](#)

[AeroWizard Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard Properties

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [AeroWizard](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	ActualHeight	(Inherited from FrameworkElement.)
	ActualWidth	(Inherited from FrameworkElement.)
	AllowDrop	(Inherited from UIElement.)
	AllowsTransparency	(Inherited from Window.)
	Background	(Inherited from Control.)
	BitmapEffect	(Inherited from UIElement.)
	BitmapEffectInput	(Inherited from UIElement.)
	BorderBrush	(Inherited from Control.)
	BorderThickness	(Inherited from Control.)
	Clip	(Inherited from UIElement.)
	ClipToBounds	(Inherited from UIElement.)
	CommandBindings	(Inherited from UIElement.)
	Content	(Inherited from ContentControl.)
	<a href="#">ContentArea</a>	
	ContentTemplate	(Inherited from ContentControl.)
	ContentTemplateSelector	(Inherited from ContentControl.)
	ContextMenu	(Inherited from FrameworkElement.)
	Cursor	(Inherited from FrameworkElement.)
	DataContext	(Inherited from FrameworkElement.)
	DefaultStyleKey	(Inherited from FrameworkElement.)
	DependencyObjectType	(Inherited from DependencyObject.)
	DesiredSize	(Inherited from UIElement.)
	DialogResult	(Inherited from Window.)
	Dispatcher	(Inherited from DispatcherObject.)
	FlowDirection	(Inherited from FrameworkElement.)
	Focusable	(Inherited from UIElement.)
	FocusVisualStyle	(Inherited from FrameworkElement.)
	FontFamily	(Inherited from Control.)

	FontSize	(Inherited from Control.)
	FontStretch	(Inherited from Control.)
	FontStyle	(Inherited from Control.)
	FontWeight	(Inherited from Control.)
	ForceCursor	(Inherited from FrameworkElement.)
	Foreground	(Inherited from Control.)
	<a href="#">Glyph</a>	
	HandlesScrolling	(Inherited from Control.)
	HasAnimatedProperties	(Inherited from UIElement.)
	HasContent	(Inherited from ContentControl.)
	Height	(Inherited from FrameworkElement.)
	HorizontalAlignment	(Inherited from FrameworkElement.)
	HorizontalContentAlignment	(Inherited from Control.)
	Icon	(Inherited from Window.)
	InheritanceBehavior	(Inherited from FrameworkElement.)
	InputBindings	(Inherited from UIElement.)
	InputScope	(Inherited from FrameworkElement.)
	IsActive	(Inherited from Window.)
	IsArrangeValid	(Inherited from UIElement.)
	IsEnabled	(Inherited from UIElement.)
	IsEnabledCore	(Inherited from UIElement.)
	IsFocused	(Inherited from UIElement.)
	IsHitTestVisible	(Inherited from UIElement.)
	IsInitialized	(Inherited from FrameworkElement.)
	IsInputMethodEnabled	(Inherited from UIElement.)
	IsKeyboardFocused	(Inherited from UIElement.)
	IsKeyboardFocusWithin	(Inherited from UIElement.)
	IsLoaded	(Inherited from FrameworkElement.)
	IsMeasureValid	(Inherited from UIElement.)
	IsMouseCaptured	(Inherited from UIElement.)
	IsMouseCaptureWithin	(Inherited from UIElement.)
	IsMouseDirectlyOver	(Inherited from UIElement.)
	IsMouseOver	(Inherited from UIElement.)

	IsSealed	(Inherited from DependencyObject.)
	IsStylusCaptured	(Inherited from UIElement.)
	IsStylusCaptureWithin	(Inherited from UIElement.)
	IsStylusDirectlyOver	(Inherited from UIElement.)
	IsStylusOver	(Inherited from UIElement.)
	IsTabStop	(Inherited from Control.)
	IsVisible	(Inherited from UIElement.)
	Language	(Inherited from FrameworkElement.)
	LayoutTransform	(Inherited from FrameworkElement.)
	Left	(Inherited from Window.)
	LogicalChildren	(Inherited from Window.)
	<a href="#"><u>MainInstruction</u></a>	
	Margin	(Inherited from FrameworkElement.)
	MaxHeight	(Inherited from FrameworkElement.)
	MaxWidth	(Inherited from FrameworkElement.)
	MinHeight	(Inherited from FrameworkElement.)
	MinWidth	(Inherited from FrameworkElement.)
	Name	(Inherited from FrameworkElement.)
	Opacity	(Inherited from UIElement.)
	OpacityMask	(Inherited from UIElement.)
	OverridesDefaultStyle	(Inherited from FrameworkElement.)
	OwnedWindows	(Inherited from Window.)
	Owner	(Inherited from Window.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from FrameworkElement.)
	PersistId	<b>Obsolete.</b> (Inherited from UIElement.)
	RenderSize	(Inherited from UIElement.)
	RenderTransform	(Inherited from UIElement.)
	RenderTransformOrigin	(Inherited from UIElement.)
	ResizeMode	(Inherited from Window.)
	Resources	(Inherited from FrameworkElement.)
	RestoreBounds	(Inherited from Window.)
	ShowInTaskbar	(Inherited from Window.)

	SizeToContent	(Inherited from Window.)
	SnapsToDevicePixels	(Inherited from UIElement.)
	Style	(Inherited from FrameworkElement.)
	StylusPlugIns	(Inherited from UIElement.)
	TabIndex	(Inherited from Control.)
	Tag	(Inherited from FrameworkElement.)
	Template	(Inherited from Control.)
	TemplatedParent	(Inherited from FrameworkElement.)
	<a href="#">Title</a>	
	ToolTip	(Inherited from FrameworkElement.)
	Top	(Inherited from Window.)
	Topmost	(Inherited from Window.)
	Triggers	(Inherited from FrameworkElement.)
	VerticalAlignment	(Inherited from FrameworkElement.)
	VerticalContentAlignment	(Inherited from Control.)
	Visibility	(Inherited from UIElement.)
	VisualBitmapEffect	(Inherited from Visual.)
	VisualBitmapEffectInput	(Inherited from Visual.)
	VisualBitmapScalingMode	(Inherited from Visual.)
	VisualChildrenCount	(Inherited from FrameworkElement.)
	VisualClip	(Inherited from Visual.)
	VisualEdgeMode	(Inherited from Visual.)
	VisualOffset	(Inherited from Visual.)
	VisualOpacity	(Inherited from Visual.)
	VisualOpacityMask	(Inherited from Visual.)
	VisualParent	(Inherited from Visual.)
	VisualTransform	(Inherited from Visual.)
	VisualXSnappingGuidelines	(Inherited from Visual.)
	VisualYSnappingGuidelines	(Inherited from Visual.)
	Width	(Inherited from FrameworkElement.)
	WindowStartupLocation	(Inherited from Window.)
	WindowState	(Inherited from Window.)
	WindowStyle	(Inherited from Window.)

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:ContentArea Property

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.ContentArea]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public Frame ContentArea { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ContentArea As Frame
```

## Visual C++

```
public:  
property Frame^ ContentArea {  
    Frame^ get ();  
    void set (Frame^ value);  
}
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:Glyph Property

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.Glyph]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public ImageSource Glyph { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Glyph As ImageSource
```

## Visual C++

```
public:  
property ImageSource^ Glyph {  
    ImageSource^ get ();  
    void set (ImageSource^ value);  
}
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:MainInstruction Property

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.MainInstruction]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public string MainInstruction { get; set; }
```

## Visual Basic (Declaration)

```
Public Property MainInstruction As String
```

## Visual C++

```
public:  
property String^ MainInstruction {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard...:Title Property

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.Title]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public string Title { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Title As String
```

## Visual C++

```
public:  
property String^ Title {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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AeroWizard Events

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [AeroWizard](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
⚡	Activated	(Inherited from Window.)
⚡	Closed	(Inherited from Window.)
⚡	Closing	(Inherited from Window.)
⚡	ContentRendered	(Inherited from Window.)
⚡	ContextMenuClosing	(Inherited from FrameworkElement.)
⚡	ContextMenuOpening	(Inherited from FrameworkElement.)
⚡	DataContextChanged	(Inherited from FrameworkElement.)
⚡	Deactivated	(Inherited from Window.)
⚡	DragEnter	(Inherited from UIElement.)
⚡	DragLeave	(Inherited from UIElement.)
⚡	DragOver	(Inherited from UIElement.)
⚡	Drop	(Inherited from UIElement.)
⚡	FocusableChanged	(Inherited from UIElement.)
⚡	GiveFeedback	(Inherited from UIElement.)
⚡	GotFocus	(Inherited from UIElement.)
⚡	GotKeyboardFocus	(Inherited from UIElement.)
⚡	GotMouseCapture	(Inherited from UIElement.)
⚡	GotStylusCapture	(Inherited from UIElement.)
⚡	Initialized	(Inherited from FrameworkElement.)
⚡	IsEnabledChanged	(Inherited from UIElement.)
⚡	IsHitTestVisibleChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusedChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusWithinChanged	(Inherited from UIElement.)
⚡	IsMouseCapturedChanged	(Inherited from UIElement.)
⚡	IsMouseCaptureWithinChanged	(Inherited from UIElement.)
⚡	IsMouseDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsStylusCapturedChanged	(Inherited from UIElement.)
⚡	IsStylusCaptureWithinChanged	(Inherited from UIElement.)

⚡	IsStylusDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsVisibleChanged	(Inherited from UIElement.)
⚡	KeyDown	(Inherited from UIElement.)
⚡	KeyUp	(Inherited from UIElement.)
⚡	LayoutUpdated	(Inherited from UIElement.)
⚡	Loaded	(Inherited from FrameworkElement.)
⚡	LocationChanged	(Inherited from Window.)
⚡	LostFocus	(Inherited from UIElement.)
⚡	LostKeyboardFocus	(Inherited from UIElement.)
⚡	LostMouseCapture	(Inherited from UIElement.)
⚡	LostStylusCapture	(Inherited from UIElement.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from UIElement.)
⚡	MouseEnter	(Inherited from UIElement.)
⚡	MouseLeave	(Inherited from UIElement.)
⚡	MouseLeftButtonDown	(Inherited from UIElement.)
⚡	MouseLeftButtonUp	(Inherited from UIElement.)
⚡	MouseMove	(Inherited from UIElement.)
⚡	MouseRightButtonDown	(Inherited from UIElement.)
⚡	MouseRightButtonUp	(Inherited from UIElement.)
⚡	MouseUp	(Inherited from UIElement.)
⚡	MouseWheel	(Inherited from UIElement.)
⚡	PreviewDragEnter	(Inherited from UIElement.)
⚡	PreviewDragLeave	(Inherited from UIElement.)
⚡	PreviewDragOver	(Inherited from UIElement.)
⚡	PreviewDrop	(Inherited from UIElement.)
⚡	PreviewGiveFeedback	(Inherited from UIElement.)
⚡	PreviewGotKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewKeyDown	(Inherited from UIElement.)
⚡	PreviewKeyUp	(Inherited from UIElement.)
⚡	PreviewLostKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewMouseDoubleClick	(Inherited from Control.)

⚡	PreviewMouseDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseMove	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseUp	(Inherited from UIElement.)
⚡	PreviewMouseWheel	(Inherited from UIElement.)
⚡	PreviewQueryContinueDrag	(Inherited from UIElement.)
⚡	PreviewStylusButtonDown	(Inherited from UIElement.)
⚡	PreviewStylusButtonUp	(Inherited from UIElement.)
⚡	PreviewStylusDown	(Inherited from UIElement.)
⚡	PreviewStylusInAirMove	(Inherited from UIElement.)
⚡	PreviewStylusInRange	(Inherited from UIElement.)
⚡	PreviewStylusMove	(Inherited from UIElement.)
⚡	PreviewStylusOutOfRange	(Inherited from UIElement.)
⚡	PreviewStylusSystemGesture	(Inherited from UIElement.)
⚡	PreviewStylusUp	(Inherited from UIElement.)
⚡	PreviewTextInput	(Inherited from UIElement.)
⚡	<a href="#">PropertyChanged</a>	
⚡	QueryContinueDrag	(Inherited from UIElement.)
⚡	QueryCursor	(Inherited from UIElement.)
⚡	RequestBringIntoView	(Inherited from FrameworkElement.)
⚡	SizeChanged	(Inherited from FrameworkElement.)
⚡	SourceInitialized	(Inherited from Window.)
⚡	SourceUpdated	(Inherited from FrameworkElement.)
⚡	StateChanged	(Inherited from Window.)
⚡	StylusButtonDown	(Inherited from UIElement.)
⚡	StylusButtonUp	(Inherited from UIElement.)
⚡	StylusDown	(Inherited from UIElement.)
⚡	StylusEnter	(Inherited from UIElement.)
⚡	StylusInAirMove	(Inherited from UIElement.)

⚡	StylusInRange	(Inherited from UIElement.)
⚡	StylusLeave	(Inherited from UIElement.)
⚡	StylusMove	(Inherited from UIElement.)
⚡	StylusOutOfRange	(Inherited from UIElement.)
⚡	StylusSystemGesture	(Inherited from UIElement.)
⚡	StylusUp	(Inherited from UIElement.)
⚡	TargetUpdated	(Inherited from FrameworkElement.)
⚡	TextInput	(Inherited from UIElement.)
⚡	ToolTipClosing	(Inherited from FrameworkElement.)
⚡	ToolTipOpening	(Inherited from FrameworkElement.)
⚡	Unloaded	(Inherited from FrameworkElement.)

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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C#  Visual Basic

Visual C++

XAML

Vista Bridge Library for Managed code development

AeroWizard...:PropertyChanged Event

[AeroWizard Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

E:\Microsoft.SDK.Samples.VistaBridge.Controls.AeroWizard.PropertyChanged]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public event PropertyChangedEventHandler PropertyChanged
```

## Visual Basic (Declaration)

```
Public Event PropertyChanged As PropertyChangedEventHandler
```

## Visual C++

```
public:  
virtual event PropertyChangedEventHandler^ PropertyChanged {  
    void add (PropertyChangedEventHandler^ value);  
    void remove (PropertyChangedEventHandler^ value);  
}
```

## Implements

```
INotifyPropertyChanged....PropertyChanged
```

## See Also

[AeroWizard Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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[C#](#) [Visual Basic](#)

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[XAML](#)

Vista Bridge Library for Managed code development

CommandLinkWinForms Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Implements a CommandLink button that can be used in WinForms user interfaces.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0 (1.3.0.0)

# **Syntax**

## **C#**

```
public class CommandLinkWinForms : Button
```

## **Visual Basic (Declaration)**

```
Public Class CommandLinkWinForms _  
    Inherits Button
```

## **Visual C++**

```
public ref class CommandLinkWinForms : public Button
```

# **Inheritance Hierarchy**

System...:Object

System...:MarshalByRefObject

System.ComponentModel...:Component

System.Windows.Forms...:Control

System.Windows.Forms...:ButtonBase

System.Windows.Forms...:Button

Microsoft.SDK.Samples.VistaBridge.Controls...:CommandLinkWinForm

## See Also

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

Vista Bridge Library for Managed code development

CommandLinkWinForms Members

[CommandLinkWinForms Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#)  
[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommandLinkWinForms](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommandLinkWinForms</u></a>	Creates a new instance of this class.

# Methods

	Name	Description
	<a href="#">AccessibilityNotifyClients</a>	Overloaded.
	<a href="#">BeginInvoke</a>	Overloaded.
	BringToFront	Brings the control to the front of the z-order. (Inherited from Control.)
	Contains	Retrieves a value indicating whether the specified control is a child of the control. (Inherited from Control.)
	CreateAccessibilityInstance	(Inherited from ButtonBase.) Forces the creation of the control, including the creation of the handle and any child controls. (Inherited from Control.)
	CreateControl	Creates a new instance of the control collection for the control. (Inherited from Control.)
	CreateControlsInstance	Creates the Graphics for the control. (Inherited from Control.)
	CreateGraphics	Creates a handle for the control. (Inherited from Control.)
	CreateHandle	Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object. (Inherited from MarshalByRefObject.)
	CreateObjRef	Sends the specified message to the default window procedure.
	DefWndProc	

	DestroyHandle	(Inherited from Control.) Destroys the handle associated with the control.
	<a href="#">Dispose</a>	(Inherited from Control.) Overloaded.
	DoDragDrop	Begins a drag-and-drop operation. (Inherited from Control.)
	DrawToBitmap	Supports rendering to the specified bitmap. (Inherited from Control.)
	EndInvoke	Retrieves the return value of the asynchronous operation represented by the IAsyncResult passed. (Inherited from Control.)
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Releases unmanaged resources and performs other cleanup operations before the Component is reclaimed by garbage collection. (Inherited from Component.)
	FindForm	Retrieves the form that the control is on. (Inherited from Control.)
	Focus	Sets input focus to the control. (Inherited from Control.)
	GetAccessibilityObjectById	Retrieves the specified AccessibleObject. (Inherited from Control.)
	GetAutoSizeMode	Retrieves a value indicating how a control will behave when its AutoSize property is enabled. (Inherited from Control.)
	<a href="#">GetChildAtPoint</a>	Overloaded.

=	GetContainerControl	Returns the next ContainerControl up the control's chain of parent controls. (Inherited from Control.)
=	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
=	GetLifetimeService	Retrieves the current lifetime service object that controls the lifetime policy for this instance. (Inherited from MarshalByRefObject.)
=	GetNextControl	Retrieves the next control forward or back in the tab order of child controls. (Inherited from Control.)
=	GetPreferredSize	Retrieves the size of a rectangular area into which a control can be fitted. (Inherited from ButtonBase.)
=	GetScaledBounds	Retrieves the bounds within which the control is scaled. (Inherited from Control.)
=	GetService	Returns an object that represents a service provided by the Component or by its Container. (Inherited from Component.)
=	GetStyle	Retrieves the value of the specified control style bit for the control. (Inherited from Control.)
=	GetTopLevel	Determines if the control is a top-level control. (Inherited from Control.)
=	GetType	Gets the Type of the current instance.

		(Inherited from Object.)
	Hide	Conceals the control from the user. (Inherited from Control.)
	InitializeLifetimeService	Obtains a lifetime service object to control the lifetime policy for this instance. (Inherited from MarshalByRefObject.)
	InitLayout	Called after the control has been added to another container. (Inherited from Control.)
	<a href="#">Invalidate</a>	Overloaded.
	<a href="#">Invoke</a>	Overloaded.
	InvokeGotFocus	Raises the GotFocus event for the specified control. (Inherited from Control.)
	InvokeLostFocus	Raises the LostFocus event for the specified control. (Inherited from Control.)
	InvokeOnClick	Raises the Click event for the specified control. (Inherited from Control.)
	InvokePaint	Raises the Paint event for the specified control. (Inherited from Control.)
	InvokePaintBackground	Raises the PaintBackground event for the specified control. (Inherited from Control.)
	IsInputChar	Determines if a character is an input character that the control recognizes. (Inherited from Control.)
	IsInputKey	Determines whether the specified key is a regular input key or a special key that requires preprocessing.

	<a href="#"><u>MemberwiseClone</u></a>	(Inherited from Control.) Overloaded.
	NotifyDefault	Notifies the Button whether it is the default button so that it can adjust its appearance accordingly. (Inherited from Button.)
	NotifyInvalidate	Raises the Invalidated event with a specified region of the control to invalidate. (Inherited from Control.)
	OnAutoSizeChanged	Raises the AutoSizeChanged event. (Inherited from Control.)
	OnBackColorChanged	Raises the BackColorChanged event. (Inherited from Control.)
	OnBackgroundImageChanged	Raises the BackgroundImageChanged event. (Inherited from Control.)
	OnBackgroundImageLayoutChanged	Raises the BackgroundImageLayoutChanged event. (Inherited from Control.)
	OnBindingContextChanged	Raises the BindingContextChanged event. (Inherited from Control.)
	OnCausesValidationChanged	Raises the CausesValidationChanged event. (Inherited from Control.)
	OnChangeUICues	Raises the ChangeUICues event. (Inherited from Control.)
	OnClick	(Inherited from Button.)
	OnClientSizeChanged	Raises the ClientSizeChanged event. (Inherited from Control.)
		Raises the ContextMenuChanged

	OnContextMenuChanged	event. (Inherited from Control.)
	OnContextMenuStripChanged	Raises the ContextMenuStripChanged event. (Inherited from Control.)
	OnControlAdded	Raises the ControlAdded event. (Inherited from Control.)
	OnControlRemoved	Raises the ControlRemoved event. (Inherited from Control.)
	OnCreateControl	Raises the CreateControl()() method. (Inherited from Control.)
	OnCursorChanged	Raises the CursorChanged event. (Inherited from Control.)
	OnDockChanged	Raises the DockChanged event. (Inherited from Control.)
	OnDoubleClick	Raises the DoubleClick event. (Inherited from Control.)
	OnDragDrop	Raises the DragDrop event. (Inherited from Control.)
	OnDragEnter	Raises the DragEnter event. (Inherited from Control.)
	OnDragLeave	Raises the DragLeave event. (Inherited from Control.)
	OnDragOver	Raises the DragOver event. (Inherited from Control.)
	OnEnabledChanged	(Inherited from ButtonBase.)
	OnEnter	Raises the Enter event. (Inherited from Control.)
	OnFontChanged	Raises the FontChanged event. (Inherited from Button.)
	OnForeColorChanged	Raises the ForeColorChanged event. (Inherited from Control.)
	OnGiveFeedback	Raises the GiveFeedback event.

		(Inherited from Control.)
	OnGotFocus	Raises the GotFocus event. (Inherited from ButtonBase.)
	OnHandleCreated	Raises the HandleCreated event. (Inherited from Control.)
	OnHandleDestroyed	Raises the HandleDestroyed event. (Inherited from Control.)
	OnHelpRequested	Raises the HelpRequested event. (Inherited from Control.)
	OnImeModeChanged	Raises the ImeModeChanged event. (Inherited from Control.)
	OnInvalidated	Raises the Invalidated event. (Inherited from Control.)
	OnKeyDown	Raises the OnKeyUp(KeyEventArgs) event. (Inherited from ButtonBase.)
	OnKeyPress	Raises the KeyPress event. (Inherited from Control.)
	OnKeyUp	Raises the OnKeyUp(KeyEventArgs) event. (Inherited from ButtonBase.)
	OnLayout	Raises the Layout event. (Inherited from Control.)
	OnLeave	Raises the Leave event. (Inherited from Control.)
	OnLocationChanged	Raises the LocationChanged event. (Inherited from Control.)
	OnLostFocus	Raises the OnLostFocus(EventArgs) event. (Inherited from ButtonBase.)
	OnMarginChanged	Raises the MarginChanged event. (Inherited from Control.)
		Raises the MouseCaptureChanged

	OnMouseCaptureChanged	event. (Inherited from Control.)
	OnMouseClicked	Raises the MouseClick event. (Inherited from Control.)
	OnMouseDoubleClick	Raises the MouseDoubleClick event. (Inherited from Control.)
	OnMouseDown	Raises the OnMouseDown(MouseEventArgs) event. (Inherited from ButtonBase.)
	OnMouseEnter	(Inherited from Button.)
	OnMouseHover	Raises the MouseHover event. (Inherited from Control.)
	OnMouseLeave	(Inherited from Button.)
	OnMouseMove	Raises the OnMouseMove(MouseEventArgs) event. (Inherited from ButtonBase.)
	OnMouseUp	Raises the OnMouseUp(MouseEventArgs) event. (Inherited from Button.)
	OnMouseWheel	Raises the MouseWheel event. (Inherited from Control.)
	OnMove	Raises the Move event. (Inherited from Control.)
	OnNotifyMessage	Notifies the control of Windows messages. (Inherited from Control.)
	OnPaddingChanged	Raises the PaddingChanged event. (Inherited from Control.)
	OnPaint	Raises the OnPaint(PaintEventArgs) event. (Inherited from ButtonBase.)

	OnPaintBackground	Paints the background of the control. (Inherited from Control.)
	OnParentBackColorChanged	Raises the BackColorChanged event when the BackColor property value of the control's container changes. (Inherited from Control.)
	OnParentBackgroundImageChanged	Raises the BackgroundImageChanged event when the BackgroundImage property value of the control's container changes. (Inherited from Control.)
	OnParentBindingContextChanged	Raises the BindingContextChanged event when the BindingContext property value of the control's container changes. (Inherited from Control.)
	OnParentChanged	(Inherited from ButtonBase.)
	OnParentCursorChanged	Raises the CursorChanged event. (Inherited from Control.)
	OnParentEnabledChanged	Raises the EnabledChanged event when the Enabled property value of the control's container changes. (Inherited from Control.)
	OnParentFontChanged	Raises the FontChanged event when the Font property value of the control's container changes. (Inherited from Control.)
	OnParentForeColorChanged	Raises the ForeColorChanged event when the ForeColor property value of the control's container changes. (Inherited from Control.)
		Raises the RightToLeftChanged

	OnParentRightToLeftChanged	event when the RightToLeft property value of the control's container changes. (Inherited from Control.)
	OnParentVisibleChanged	Raises the VisibleChanged event when the Visible property value of the control's container changes. (Inherited from Control.)
	OnPreviewKeyDown	Raises the PreviewKeyDown event. (Inherited from Control.)
	OnPrint	Raises the Paint event. (Inherited from Control.)
	OnQueryContinueDrag	Raises the QueryContinueDrag event. (Inherited from Control.)
	OnRegionChanged	Raises the RegionChanged event. (Inherited from Control.)
	OnResize	Raises the Resize event. (Inherited from Control.)
	OnRightToLeftChanged	Raises the RightToLeftChanged event. (Inherited from Control.)
	OnSizeChanged	Raises the SizeChanged event. (Inherited from Control.)
	OnStyleChanged	Raises the StyleChanged event. (Inherited from Control.)
	OnSystemColorsChanged	Raises the SystemColorsChanged event. (Inherited from Control.)
	OnTabIndexChanged	Raises the TabIndexChanged event. (Inherited from Control.)
	OnTabStopChanged	Raises the TabStopChanged event. (Inherited from Control.)
		Raises the TextChanged event.

	OnTextChanged	(Inherited from Button.)
	OnValidated	Raises the Validated event. (Inherited from Control.)
	OnValidating	Raises the Validating event. (Inherited from Control.)
	OnVisibleChanged	(Inherited from ButtonBase.)
	PerformClick	Generates a Click event for a button. (Inherited from Button.)
	<a href="#">PerformLayout</a>	Overloaded. Computes the location of the specified screen point into client coordinates. (Inherited from Control.)
	PointToClient	Computes the location of the specified client point into screen coordinates. (Inherited from Control.)
	PointToScreen	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	PreProcessControlMessage	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	PreProcessMessage	Processes a command key. (Inherited from Control.)
	ProcessCmdKey	Processes a dialog character. (Inherited from Control.)
	ProcessDialogChar	Processes a dialog key. (Inherited from Control.)
	ProcessDialogKey	Processes a key message and generates the appropriate control events.
	ProcessKeyEventArgs	

		(Inherited from Control.)
	ProcessKeyMessage	Processes a keyboard message. (Inherited from Control.)
	ProcessKeyPreview	Previews a keyboard message. (Inherited from Control.)
	ProcessMnemonic	Processes a mnemonic character. (Inherited from Button.)
	RaiseDragEvent	Raises the appropriate drag event. (Inherited from Control.)
	RaiseKeyEvent	Raises the appropriate key event. (Inherited from Control.)
	RaiseMouseEvent	Raises the appropriate mouse event. (Inherited from Control.)
	RaisePaintEvent	Raises the appropriate paint event. (Inherited from Control.)
	RecreateHandle	Forces the re-creation of the handle for the control. (Inherited from Control.)
	RectangleToClient	Computes the size and location of the specified screen rectangle in client coordinates. (Inherited from Control.)
	RectangleToScreen	Computes the size and location of the specified client rectangle in screen coordinates. (Inherited from Control.)
	Refresh	Forces the control to invalidate its client area and immediately redraw itself and any child controls. (Inherited from Control.)
	ResetBackColor	Resets the BackColor property to its default value. (Inherited from Control.)
		Causes a control bound to the

=	ResetBindings	BindingSource to reread all the items in the list and refresh their displayed values. (Inherited from Control.)
=	ResetCursor	Resets the Cursor property to its default value. (Inherited from Control.)
=	ResetFlagsandPaint	Resets the Button control to the state before it is pressed and redraws it. (Inherited from ButtonBase.)
=	ResetFont	Resets the Font property to its default value. (Inherited from Control.)
=	ResetForeColor	Resets the ForeColor property to its default value. (Inherited from Control.)
=	ResetImeMode	Resets the ImeMode property to its default value. (Inherited from Control.)
=	ResetMouseEventArgs	Resets the control to handle the MouseLeave event. (Inherited from Control.)
=	ResetRightToLeft	Resets the RightToLeft property to its default value. (Inherited from Control.)
=	ResetText	Resets the Text property to its default value. (Inherited from Control.)
=	<a href="#">ResumeLayout</a>	Overloaded.
=	<a href="#">RtlTranslateAlignment</a>	Overloaded.
=	RtlTranslateContent	Converts the specified ContentAlignment to the appropriate ContentAlignment to support right-to-left text. (Inherited from Control.)

	RtlTranslateHorizontal	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignment to support right-to-left text. (Inherited from Control.)
	RtlTranslateLeftRight	Converts the specified LeftRightAlignment to the appropriate LeftRightAlignment to support right-to-left text. (Inherited from Control.)
	<a href="#">Scale</a>	Overloaded.
	ScaleControl	Scales a control's location, size, padding and margin. (Inherited from Control.)
	ScaleCore	This method is not relevant for this class. (Inherited from Control.)
	<a href="#">Select</a>	Overloaded.
	SelectNextControl	Activates the next control. (Inherited from Control.)
	SendToBack	Sends the control to the back of the z-order. (Inherited from Control.)
	SetAutoSizeMode	Sets a value indicating how a control will behave when its AutoSize property is enabled. (Inherited from Control.)
	<a href="#">SetBounds</a>	Overloaded.
	SetBoundsCore	Performs the work of setting the specified bounds of this control. (Inherited from Control.)
	SetClientSizeCore	Sets the size of the client area of the control. (Inherited from Control.)
	SetStyle	Sets a specified ControlStyles flag to either true or false.

	SetTopLevel	(Inherited from Control.) Sets the control as the top-level control. (Inherited from Control.)
	SetVisibleCore	Sets the control to the specified visible state. (Inherited from Control.)
	Show	Displays the control to the user. (Inherited from Control.)
	SizeFromClientSize	Determines the size of the entire control from the height and width of its client area. (Inherited from Control.)
	SuspendLayout	Temporarily suspends the layout logic for the control. (Inherited from Control.)
	ToString	(Inherited from Button.) Causes the control to redraw the invalidated regions within its client area. (Inherited from Control.)
	Update	(Inherited from Control.)
	<a href="#">UpdateBounds</a>	Overloaded.
	UpdateStyles	Forces the assigned styles to be reapplied to the control. (Inherited from Control.)
	UpdateZOrder	Updates the control in its parent's z-order. (Inherited from Control.)
	WndProc	Processes Windows messages. (Inherited from Button.)

# Properties

	<b>Name</b>	<b>Description</b>
	AccessibilityObject	Gets the AccessibleObject assigned to the control. (Inherited from Control.)
	AccessibleDefaultActionDescription	Gets or sets the default action description of the control for use by accessibility client applications. (Inherited from Control.)
	AccessibleDescription	Gets or sets the description of the control used by accessibility client applications. (Inherited from Control.)
	AccessibleName	Gets or sets the name of the control used by accessibility client applications. (Inherited from Control.)
	AccessibleRole	Gets or sets the accessible role of the control (Inherited from Control.)
	AllowDrop	Gets or sets a value indicating whether the control can accept data that the user drags onto it. (Inherited from Control.)
	Anchor	Gets or sets the edges of the container to which a control is bound and determines how a control is resized with its parent. (Inherited from Control.)
	AutoEllipsis	Gets or sets a value indicating whether the ellipsis character (...) appears at the right edge of the control, denoting that the control

		text extends beyond the specified length of the control. (Inherited from ButtonBase.)
	AutoScrollOffset	Gets or sets where this control is scrolled to in ScrollControlIntoView(Control). (Inherited from Control.)
	AutoSize	Gets or sets a value that indicates whether the control resizes based on its contents. (Inherited from ButtonBase.)
	AutoSizeMode	Gets or sets the mode by which the Button automatically resizes itself. (Inherited from Button.)
	BackColor	Gets or sets the background color of the control. (Inherited from ButtonBase.)
	BackgroundImage	Gets or sets the background image displayed in the control. (Inherited from Control.)
	BackgroundImageLayout	Gets or sets the background image layout as defined in the ImageLayout enumeration. (Inherited from Control.)
	BindingContext	Gets or sets the BindingContext for the control. (Inherited from Control.)
	Bottom	Gets the distance, in pixels, between the bottom edge of the control and the top edge of its container's client area. (Inherited from Control.)
	Bounds	Gets or sets the size and location of the control including its nonclient elements, in pixels, relative to the parent control.

		(Inherited from Control.)
	CanEnableIme	Gets a value indicating whether the ImeMode property can be set to an active value, to enable IME support. (Inherited from Control.)
	CanFocus	Gets a value indicating whether the control can receive focus. (Inherited from Control.)
	CanRaiseEvents	Determines if events can be raised on the control. (Inherited from Control.)
	CanSelect	Gets a value indicating whether the control can be selected. (Inherited from Control.)
	Capture	Gets or sets a value indicating whether the control has captured the mouse. (Inherited from Control.)
	CausesValidation	Gets or sets a value indicating whether the control causes validation to be performed on any controls that require validation when it receives focus. (Inherited from Control.)
	ClientRectangle	Gets the rectangle that represents the client area of the control. (Inherited from Control.)
	ClientSize	Gets or sets the height and width of the client area of the control. (Inherited from Control.)
	CompanyName	Gets the name of the company or creator of the application containing the control. (Inherited from Control.)
	Container	Gets the IContainer that contains the Component.

	ContainsFocus	(Inherited from Component.) Gets a value indicating whether the control, or one of its child controls, currently has the input focus.
	ContextMenu	(Inherited from Control.) Gets or sets the shortcut menu associated with the control.
	ContextMenuStrip	(Inherited from Control.) Gets or sets the ContextMenuStrip associated with this control.
	Controls	(Inherited from Control.) Gets the collection of controls contained within the control.
	Created	(Inherited from Control.) Gets a value indicating whether the control has been created.
	<a href="#">CreateParams</a>	(Overrides Button...::CreateParams.)
	Cursor	(Inherited from Control.) Gets or sets the cursor that is displayed when the mouse pointer is over the control.
	DataBindings	(Inherited from Control.) Gets the data bindings for the control.
	DefaultCursor	(Inherited from Control.) Gets or sets the default cursor for the control.
	DefaultImeMode	(Inherited from ButtonBase.) Gets the default Input Method Editor (IME) mode supported by this control.
	DefaultMargin	Gets the space, in pixels, that is specified by default between controls.

	DefaultMaximumSize	(Inherited from Control.) Gets the length and height, in pixels, that is specified as the default maximum size of a control.
	DefaultMinimumSize	(Inherited from Control.) Gets the length and height, in pixels, that is specified as the default minimum size of a control.
	DefaultPadding	(Inherited from Control.) Gets the internal spacing, in pixels, of the contents of a control.
	<a href="#">DefaultSize</a>	(Overrides ButtonBase...:DefaultSize.) Gets a value that indicates whether the Component is currently in design mode.
	DesignMode	(Inherited from Component.) Gets or sets a value that is returned to the parent form when the button is clicked.
	DialogResult	(Inherited from Button.) Gets the rectangle that represents the display area of the control.
	DisplayRectangle	(Inherited from Control.) Gets a value indicating whether the base Control class is in the process of disposing.
	Disposing	(Inherited from Control.) Gets or sets which control borders are docked to its parent control and determines how a control is resized with its parent.
	Dock	(Inherited from Control.) Gets or sets a value indicating

	DoubleBuffered	whether this control should redraw its surface using a secondary buffer to reduce or prevent flicker. (Inherited from Control.)
	Enabled	Gets or sets a value indicating whether the control can respond to user interaction. (Inherited from Control.)
	Events	Gets the list of event handlers that are attached to this Component. (Inherited from Component.)
	FlatAppearance	Gets the appearance of the border and the colors used to indicate check state and mouse state. (Inherited from ButtonBase.)
	FlatStyle	Gets or sets the flat style appearance of the button control. (Inherited from ButtonBase.)
	Focused	Gets a value indicating whether the control has input focus. (Inherited from Control.)
	Font	Gets or sets the font of the text displayed by the control. (Inherited from Control.)
	FontHeight	Gets or sets the height of the font of the control. (Inherited from Control.)
	ForeColor	Gets or sets the foreground color of the control. (Inherited from Control.)
	Handle	Gets the window handle that the control is bound to. (Inherited from Control.)
	HasChildren	Gets a value indicating whether the control contains one or more child controls.

	Height	(Inherited from Control.) Gets or sets the height of the control.
	Image	(Inherited from Control.) Gets or sets the image that is displayed on a button control.
	ImageAlign	(Inherited from ButtonBase.) Gets or sets the alignment of the image on the button control.
	ImageIndex	(Inherited from ButtonBase.) Gets or sets the image list index value of the image displayed on the button control.
	ImageKey	(Inherited from ButtonBase.) Gets or sets the key accessor for the image in the ImageList.
	ImageList	(Inherited from ButtonBase.) Gets or sets the ImageList that contains the Image displayed on a button control.
	ImeMode	(Inherited from ButtonBase.) Gets or sets the Input Method Editor (IME) mode supported by this control. This property is not relevant for this class.
	InvokeRequired	(Inherited from ButtonBase.) Gets a value indicating whether the caller must call an invoke method when making method calls to the control because the caller is on a different thread than the one the control was created on.
	IsAccessible	(Inherited from Control.) Gets or sets a value indicating whether the control is visible to accessibility applications.

		(Inherited from Control.)
	IsDefault	Gets or sets a value indicating whether the button control is the default button. (Inherited from ButtonBase.)
	IsDisposed	Gets a value indicating whether the control has been disposed of. (Inherited from Control.)
	IsHandleCreated	Gets a value indicating whether the control has a handle associated with it. (Inherited from Control.)
	IsMirrored	Gets a value indicating whether the control is mirrored. (Inherited from Control.)
	LayoutEngine	Gets a cached instance of the control's layout engine. (Inherited from Control.)
	Left	Gets or sets the distance, in pixels, between the left edge of the control and the left edge of its container's client area. (Inherited from Control.)
	Location	Gets or sets the coordinates of the upper-left corner of the control relative to the upper-left corner of its container. (Inherited from Control.)
	Margin	Gets or sets the space between controls. (Inherited from Control.)
	MaximumSize	Gets or sets the size that is the upper limit that GetPreferredSize(Size) can specify. (Inherited from Control.)
		Gets or sets the size that is the

	MinimumSize	lower limit that GetPreferredSize(Size) can specify. (Inherited from Control.)
	Name	Gets or sets the name of the control. (Inherited from Control.)
	<a href="#">NoteText</a>	
	Padding	Gets or sets padding within the control. (Inherited from Control.)
	Parent	Gets or sets the parent container of the control. (Inherited from Control.)
	PreferredSize	Gets the size of a rectangular area into which the control can fit. (Inherited from Control.)
	ProductName	Gets the product name of the assembly containing the control. (Inherited from Control.)
	ProductVersion	Gets the version of the assembly containing the control. (Inherited from Control.)
	RecreatingHandle	Gets a value indicating whether the control is currently re-creating its handle. (Inherited from Control.)
	Region	Gets or sets the window region associated with the control. (Inherited from Control.)
	RenderRightToLeft	<b>Obsolete.</b> This property is now obsolete. (Inherited from Control.)
	ResizeRedraw	Gets or sets a value indicating whether the control redraws itself when resized. (Inherited from Control.)



Right

Gets the distance, in pixels, between the right edge of the control and the left edge of its container's client area.

(Inherited from Control.)



RightToLeft

Gets or sets a value indicating whether control's elements are aligned to support locales using right-to-left fonts.

(Inherited from Control.)



ScaleChildren

Gets a value that determines the scaling of child controls.

(Inherited from Control.)



[ShieldIcon](#)



ShowFocusCues

Gets a value indicating whether the control should display focus rectangles.

(Inherited from Control.)



ShowKeyboardCues

Gets a value indicating whether the user interface is in the appropriate state to show or hide keyboard accelerators.

(Inherited from Control.)



Site

Gets or sets the site of the control.

(Inherited from Control.)



Size

Gets or sets the height and width of the control.

(Inherited from Control.)



TabIndex

Gets or sets the tab order of the control within its container.

(Inherited from Control.)



TabStop

Gets or sets a value indicating whether the user can give the focus to this control using the TAB key.

(Inherited from Control.)

	Tag	Gets or sets the object that contains data about the control. (Inherited from Control.)
	Text	(Inherited from ButtonBase.)
	TextAlign	Gets or sets the alignment of the text on the button control. (Inherited from ButtonBase.)
	TextImageRelation	Gets or sets the position of text and image relative to each other. (Inherited from ButtonBase.)
	Top	Gets or sets the distance, in pixels, between the top edge of the control and the top edge of its container's client area. (Inherited from Control.)
	TopLevelControl	Gets the parent control that is not parented by another Windows Forms control. Typically, this is the outermost Form that the control is contained in. (Inherited from Control.)
	UseCompatibleTextRendering	Gets or sets a value that determines whether to use the compatible text rendering engine (GDI+) or not (GDI). (Inherited from ButtonBase.)
	UseMnemonic	Gets or sets a value indicating whether the first character that is preceded by an ampersand (&) is used as the mnemonic key of the control. (Inherited from ButtonBase.)
	UseVisualStyleBackColor	Gets or sets a value that determines if the background is drawn using visual styles, if supported. (Inherited from ButtonBase.)



UseWaitCursor

Gets or sets a value indicating whether to use the wait cursor for the current control and all child controls.

(Inherited from Control.)



Visible

Gets or sets a value indicating whether the control and all its parent controls are displayed.

(Inherited from Control.)



Width

Gets or sets the width of the control.

(Inherited from Control.)



WindowTarget

This property is not relevant for this class.

(Inherited from Control.)

# Events

	<b>Name</b>	<b>Description</b>
⚡	AutoSizeChanged	Occurs when the value of the AutoSize property changes. (Inherited from ButtonBase.)
⚡	BackColorChanged	Occurs when the value of the BackColor property changes. (Inherited from Control.)
⚡	BackgroundImageChanged	Occurs when the value of the BackgroundImage property changes. (Inherited from Control.)
⚡	BackgroundImageLayoutChanged	Occurs when the BackgroundImageLayout property changes. (Inherited from Control.)
⚡	BindingContextChanged	Occurs when the value of the BindingContext property changes. (Inherited from Control.)
⚡	CausesValidationChanged	Occurs when the value of the CausesValidation property changes. (Inherited from Control.)
⚡	ChangeUICues	Occurs when the focus or keyboard user interface (UI) cues change. (Inherited from Control.)
⚡	Click	Occurs when the control is clicked. (Inherited from Control.)
⚡	ClientSizeChanged	Occurs when the value of the ClientSize property changes. (Inherited from Control.)
⚡	ContextMenuChanged	Occurs when the value of the ContextMenu property changes. (Inherited from Control.)

	ContextMenuStripChanged	Occurs when the value of the ContextMenuStrip property changes. (Inherited from Control.)
	ControlAdded	Occurs when a new control is added to the Control...:ControlCollection. (Inherited from Control.)
	ControlRemoved	Occurs when a control is removed from the Control...:ControlCollection. (Inherited from Control.)
	CursorChanged	Occurs when the value of the Cursor property changes. (Inherited from Control.)
	Disposed	Occurs when the component is disposed by a call to the Dispose()() method. (Inherited from Component.)
	DockChanged	Occurs when the value of the Dock property changes. (Inherited from Control.)
	DoubleClick	Occurs when the user double-clicks the Button control. (Inherited from Button.)
	DragDrop	Occurs when a drag-and-drop operation is completed. (Inherited from Control.)
	DragEnter	Occurs when an object is dragged into the control's bounds. (Inherited from Control.)
	DragLeave	Occurs when an object is dragged out of the control's bounds. (Inherited from Control.)
	DragOver	Occurs when an object is dragged over the control's bounds. (Inherited from Control.)
	EnabledChanged	Occurs when the Enabled property value has changed.

		(Inherited from Control.)
⚡	Enter	Occurs when the control is entered. (Inherited from Control.)
⚡	FontChanged	Occurs when the Font property value changes. (Inherited from Control.)
⚡	ForeColorChanged	Occurs when the ForeColor property value changes. (Inherited from Control.)
⚡	GiveFeedback	Occurs during a drag operation. (Inherited from Control.)
⚡	GotFocus	Occurs when the control receives focus. (Inherited from Control.)
⚡	HandleCreated	Occurs when a handle is created for the control. (Inherited from Control.)
⚡	HandleDestroyed	Occurs when the control's handle is in the process of being destroyed. (Inherited from Control.)
⚡	HelpRequested	Occurs when the user requests help for a control. (Inherited from Control.)
⚡	ImeModeChanged	Occurs when the ImeMode property is changed. This event is not relevant for this class. (Inherited from ButtonBase.)
⚡	Invalidated	Occurs when a control's display requires redrawing. (Inherited from Control.)
⚡	KeyDown	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
⚡	KeyPress	Occurs when a key is pressed while the control has focus. (Inherited from Control.)

⚡	KeyUp	Occurs when a key is released while the control has focus. (Inherited from Control.)
⚡	Layout	Occurs when a control should reposition its child controls. (Inherited from Control.)
⚡	Leave	Occurs when the input focus leaves the control. (Inherited from Control.)
⚡	LocationChanged	Occurs when the Location property value has changed. (Inherited from Control.)
⚡	LostFocus	Occurs when the control loses focus. (Inherited from Control.)
⚡	MarginChanged	Occurs when the control's margin changes. (Inherited from Control.)
⚡	MouseCaptureChanged	Occurs when the control loses or gains mouse capture. (Inherited from Control.)
⚡	MouseClicked	Occurs when the control is clicked by the mouse. (Inherited from Control.)
⚡	MouseDoubleClick	Occurs when the user double-clicks the Button control with the mouse. (Inherited from Button.)
⚡	MouseDown	Occurs when the mouse pointer is over the control and a mouse button is pressed. (Inherited from Control.)
⚡	MouseEnter	Occurs when the mouse pointer enters the control. (Inherited from Control.)
⚡	MouseHover	Occurs when the mouse pointer rests on the control. (Inherited from Control.)

⚡	MouseLeave	Occurs when the mouse pointer leaves the control. (Inherited from Control.)
⚡	MouseMove	Occurs when the mouse pointer is moved over the control. (Inherited from Control.)
⚡	MouseUp	Occurs when the mouse pointer is over the control and a mouse button is released. (Inherited from Control.)
⚡	MouseWheel	Occurs when the mouse wheel moves while the control has focus. (Inherited from Control.)
⚡	Move	Occurs when the control is moved. (Inherited from Control.)
⚡	PaddingChanged	Occurs when the control's padding changes. (Inherited from Control.)
⚡	Paint	Occurs when the control is redrawn. (Inherited from Control.)
⚡	ParentChanged	Occurs when the Parent property value changes. (Inherited from Control.)
⚡	PreviewKeyDown	Occurs before the KeyDown event when a key is pressed while focus is on this control. (Inherited from Control.)
⚡	QueryAccessibilityHelp	Occurs when AccessibleObject is providing help to accessibility applications. (Inherited from Control.)
⚡	QueryContinueDrag	Occurs during a drag-and-drop operation and enables the drag source to determine whether the drag-and-drop operation should be canceled. (Inherited from Control.)

	RegionChanged	Occurs when the value of the Region property changes. (Inherited from Control.)
	Resize	Occurs when the control is resized. (Inherited from Control.)
	RightToLeftChanged	Occurs when the RightToLeft property value changes. (Inherited from Control.)
	SizeChanged	Occurs when the Size property value changes. (Inherited from Control.)
	StyleChanged	Occurs when the control style changes. (Inherited from Control.)
	SystemColorsChanged	Occurs when the system colors change. (Inherited from Control.)
	TabIndexChanged	Occurs when the TabIndex property value changes. (Inherited from Control.)
	TabStopChanged	Occurs when the TabStop property value changes. (Inherited from Control.)
	TextChanged	Occurs when the Text property value changes. (Inherited from Control.)
	Validated	Occurs when the control is finished validating. (Inherited from Control.)
	Validating	Occurs when the control is validating. (Inherited from Control.)
	VisibleChanged	Occurs when the Visible property value changes. (Inherited from Control.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IDropTarget...:OnDragDrop	Raises the DragDrop event. (Inherited from Control.)
	IDropTarget...:OnDragEnter	Raises the DragEnter event. (Inherited from Control.)
	IDropTarget...:OnDragLeave	Raises the DragLeave event. (Inherited from Control.)
	IDropTarget...:OnDragOver	Raises the DragOver event. (Inherited from Control.)

## ▣ See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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[C#](#) [Visual Basic](#)

[Visual C++](#)

[XAML](#)

Vista Bridge Library for Managed code development

CommandLinkWinForms Constructor

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# **Syntax**

## **C#**

```
public CommandLinkWinForms()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommandLinkWinForms()
```

## See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

Vista Bridge Library for Managed code development

CommandLinkWinForms Methods

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommandLinkWinForms](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">AccessibilityNotifyClients</a>	Overloaded.
	<a href="#">BeginInvoke</a>	Overloaded.
	BringToFront	Brings the control to the front of the z-order. (Inherited from Control.)
	Contains	Retrieves a value indicating whether the specified control is a child of the control. (Inherited from Control.)
	CreateAccessibilityInstance	(Inherited from ButtonBase.) Forces the creation of the control, including the creation of the handle and any child controls. (Inherited from Control.)
	CreateControl	Creates a new instance of the control collection for the control. (Inherited from Control.)
	CreateControlsInstance	Creates the Graphics for the control. (Inherited from Control.)
	CreateGraphics	Creates a handle for the control. (Inherited from Control.)
	CreateHandle	Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object. (Inherited from MarshalByRefObject.)
	CreateObjRef	Sends the specified message to the default window procedure.
	DefWndProc	

	DestroyHandle	(Inherited from Control.) Destroys the handle associated with the control.
	<a href="#">Dispose</a>	(Inherited from Control.) Overloaded.
	DoDragDrop	Begins a drag-and-drop operation. (Inherited from Control.)
	DrawToBitmap	Supports rendering to the specified bitmap. (Inherited from Control.)
	EndInvoke	Retrieves the return value of the asynchronous operation represented by the IAsyncResult passed. (Inherited from Control.)
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Releases unmanaged resources and performs other cleanup operations before the Component is reclaimed by garbage collection. (Inherited from Component.)
	FindForm	Retrieves the form that the control is on. (Inherited from Control.)
	Focus	Sets input focus to the control. (Inherited from Control.)
	GetAccessibilityObjectById	Retrieves the specified AccessibleObject. (Inherited from Control.)
	GetAutoSizeMode	Retrieves a value indicating how a control will behave when its AutoSize property is enabled. (Inherited from Control.)
	<a href="#">GetChildAtPoint</a>	Overloaded.

=	GetContainerControl	Returns the next ContainerControl up the control's chain of parent controls. (Inherited from Control.)
=	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
=	GetLifetimeService	Retrieves the current lifetime service object that controls the lifetime policy for this instance. (Inherited from MarshalByRefObject.)
=	GetNextControl	Retrieves the next control forward or back in the tab order of child controls. (Inherited from Control.)
=	GetPreferredSize	Retrieves the size of a rectangular area into which a control can be fitted. (Inherited from ButtonBase.)
=	GetScaledBounds	Retrieves the bounds within which the control is scaled. (Inherited from Control.)
=	GetService	Returns an object that represents a service provided by the Component or by its Container. (Inherited from Component.)
=	GetStyle	Retrieves the value of the specified control style bit for the control. (Inherited from Control.)
=	GetTopLevel	Determines if the control is a top-level control. (Inherited from Control.)
=	GetType	Gets the Type of the current instance.

		(Inherited from Object.)
	Hide	Conceals the control from the user. (Inherited from Control.)
	InitializeLifetimeService	Obtains a lifetime service object to control the lifetime policy for this instance. (Inherited from MarshalByRefObject.)
	InitLayout	Called after the control has been added to another container. (Inherited from Control.)
	<a href="#">Invalidate</a>	Overloaded.
	<a href="#">Invoke</a>	Overloaded.
	InvokeGotFocus	Raises the GotFocus event for the specified control. (Inherited from Control.)
	InvokeLostFocus	Raises the LostFocus event for the specified control. (Inherited from Control.)
	InvokeOnClick	Raises the Click event for the specified control. (Inherited from Control.)
	InvokePaint	Raises the Paint event for the specified control. (Inherited from Control.)
	InvokePaintBackground	Raises the PaintBackground event for the specified control. (Inherited from Control.)
	IsInputChar	Determines if a character is an input character that the control recognizes. (Inherited from Control.)
	IsInputKey	Determines whether the specified key is a regular input key or a special key that requires preprocessing.

	<a href="#"><u>MemberwiseClone</u></a>	(Inherited from Control.) Overloaded.
	NotifyDefault	Notifies the Button whether it is the default button so that it can adjust its appearance accordingly. (Inherited from Button.)
	NotifyInvalidate	Raises the Invalidated event with a specified region of the control to invalidate. (Inherited from Control.)
	OnAutoSizeChanged	Raises the AutoSizeChanged event. (Inherited from Control.)
	OnBackColorChanged	Raises the BackColorChanged event. (Inherited from Control.)
	OnBackgroundImageChanged	Raises the BackgroundImageChanged event. (Inherited from Control.)
	OnBackgroundImageLayoutChanged	Raises the BackgroundImageLayoutChanged event. (Inherited from Control.)
	OnBindingContextChanged	Raises the BindingContextChanged event. (Inherited from Control.)
	OnCausesValidationChanged	Raises the CausesValidationChanged event. (Inherited from Control.)
	OnChangeUICues	Raises the ChangeUICues event. (Inherited from Control.)
	OnClick	(Inherited from Button.)
	OnClientSizeChanged	Raises the ClientSizeChanged event. (Inherited from Control.)
		Raises the ContextMenuChanged

	OnContextMenuChanged	event. (Inherited from Control.)
	OnContextMenuStripChanged	Raises the ContextMenuStripChanged event. (Inherited from Control.)
	OnControlAdded	Raises the ControlAdded event. (Inherited from Control.)
	OnControlRemoved	Raises the ControlRemoved event. (Inherited from Control.)
	OnCreateControl	Raises the CreateControl()() method. (Inherited from Control.)
	OnCursorChanged	Raises the CursorChanged event. (Inherited from Control.)
	OnDockChanged	Raises the DockChanged event. (Inherited from Control.)
	OnDoubleClick	Raises the DoubleClick event. (Inherited from Control.)
	OnDragDrop	Raises the DragDrop event. (Inherited from Control.)
	OnDragEnter	Raises the DragEnter event. (Inherited from Control.)
	OnDragLeave	Raises the DragLeave event. (Inherited from Control.)
	OnDragOver	Raises the DragOver event. (Inherited from Control.)
	OnEnabledChanged	(Inherited from ButtonBase.)
	OnEnter	Raises the Enter event. (Inherited from Control.)
	OnFontChanged	Raises the FontChanged event. (Inherited from Button.)
	OnForeColorChanged	Raises the ForeColorChanged event. (Inherited from Control.)
	OnGiveFeedback	Raises the GiveFeedback event.

		(Inherited from Control.)
	OnGotFocus	Raises the GotFocus event. (Inherited from ButtonBase.)
	OnHandleCreated	Raises the HandleCreated event. (Inherited from Control.)
	OnHandleDestroyed	Raises the HandleDestroyed event. (Inherited from Control.)
	OnHelpRequested	Raises the HelpRequested event. (Inherited from Control.)
	OnImeModeChanged	Raises the ImeModeChanged event. (Inherited from Control.)
	OnInvalidated	Raises the Invalidated event. (Inherited from Control.)
	OnKeyDown	Raises the OnKeyUp(KeyEventArgs) event. (Inherited from ButtonBase.)
	OnKeyPress	Raises the KeyPress event. (Inherited from Control.)
	OnKeyUp	Raises the OnKeyUp(KeyEventArgs) event. (Inherited from ButtonBase.)
	OnLayout	Raises the Layout event. (Inherited from Control.)
	OnLeave	Raises the Leave event. (Inherited from Control.)
	OnLocationChanged	Raises the LocationChanged event. (Inherited from Control.)
	OnLostFocus	Raises the OnLostFocus(EventArgs) event. (Inherited from ButtonBase.)
	OnMarginChanged	Raises the MarginChanged event. (Inherited from Control.)
		Raises the MouseCaptureChanged

	OnMouseCaptureChanged	event. (Inherited from Control.)
	OnMouseClicked	Raises the MouseClick event. (Inherited from Control.)
	OnMouseDoubleClick	Raises the MouseDoubleClick event. (Inherited from Control.)
	OnMouseDown	Raises the OnMouseDown(MouseEventArgs) event. (Inherited from ButtonBase.)
	OnMouseEnter	(Inherited from Button.)
	OnMouseHover	Raises the MouseHover event. (Inherited from Control.)
	OnMouseLeave	(Inherited from Button.)
	OnMouseMove	Raises the OnMouseMove(MouseEventArgs) event. (Inherited from ButtonBase.)
	OnMouseUp	Raises the OnMouseUp(MouseEventArgs) event. (Inherited from Button.)
	OnMouseWheel	Raises the MouseWheel event. (Inherited from Control.)
	OnMove	Raises the Move event. (Inherited from Control.)
	OnNotifyMessage	Notifies the control of Windows messages. (Inherited from Control.)
	OnPaddingChanged	Raises the PaddingChanged event. (Inherited from Control.)
	OnPaint	Raises the OnPaint(PaintEventArgs) event. (Inherited from ButtonBase.)

	OnPaintBackground	Paints the background of the control. (Inherited from Control.)
	OnParentBackColorChanged	Raises the BackColorChanged event when the BackColor property value of the control's container changes. (Inherited from Control.)
	OnParentBackgroundImageChanged	Raises the BackgroundImageChanged event when the BackgroundImage property value of the control's container changes. (Inherited from Control.)
	OnParentBindingContextChanged	Raises the BindingContextChanged event when the BindingContext property value of the control's container changes. (Inherited from Control.)
	OnParentChanged	(Inherited from ButtonBase.)
	OnParentCursorChanged	Raises the CursorChanged event. (Inherited from Control.)
	OnParentEnabledChanged	Raises the EnabledChanged event when the Enabled property value of the control's container changes. (Inherited from Control.)
	OnParentFontChanged	Raises the FontChanged event when the Font property value of the control's container changes. (Inherited from Control.)
	OnParentForeColorChanged	Raises the ForeColorChanged event when the ForeColor property value of the control's container changes. (Inherited from Control.)
		Raises the RightToLeftChanged

	OnParentRightToLeftChanged	event when the RightToLeft property value of the control's container changes. (Inherited from Control.)
	OnParentVisibleChanged	Raises the VisibleChanged event when the Visible property value of the control's container changes. (Inherited from Control.)
	OnPreviewKeyDown	Raises the PreviewKeyDown event. (Inherited from Control.)
	OnPrint	Raises the Paint event. (Inherited from Control.)
	OnQueryContinueDrag	Raises the QueryContinueDrag event. (Inherited from Control.)
	OnRegionChanged	Raises the RegionChanged event. (Inherited from Control.)
	OnResize	Raises the Resize event. (Inherited from Control.)
	OnRightToLeftChanged	Raises the RightToLeftChanged event. (Inherited from Control.)
	OnSizeChanged	Raises the SizeChanged event. (Inherited from Control.)
	OnStyleChanged	Raises the StyleChanged event. (Inherited from Control.)
	OnSystemColorsChanged	Raises the SystemColorsChanged event. (Inherited from Control.)
	OnTabIndexChanged	Raises the TabIndexChanged event. (Inherited from Control.)
	OnTabStopChanged	Raises the TabStopChanged event. (Inherited from Control.)
		Raises the TextChanged event.

	OnTextChanged	(Inherited from Button.)
	OnValidated	Raises the Validated event. (Inherited from Control.)
	OnValidating	Raises the Validating event. (Inherited from Control.)
	OnVisibleChanged	(Inherited from ButtonBase.)
	PerformClick	Generates a Click event for a button. (Inherited from Button.)
	<a href="#">PerformLayout</a>	Overloaded.  Computes the location of the specified screen point into client coordinates. (Inherited from Control.)
	PointToClient	Computes the location of the specified client point into screen coordinates. (Inherited from Control.)
	PointToScreen	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	PreProcessControlMessage	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	PreProcessMessage	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	ProcessCmdKey	Processes a command key. (Inherited from Control.)
	ProcessDialogChar	Processes a dialog character. (Inherited from Control.)
	ProcessDialogKey	Processes a dialog key. (Inherited from Control.)
	ProcessKeyEventArgs	Processes a key message and generates the appropriate control events.

		(Inherited from Control.)
	ProcessKeyMessage	Processes a keyboard message. (Inherited from Control.)
	ProcessKeyPreview	Previews a keyboard message. (Inherited from Control.)
	ProcessMnemonic	Processes a mnemonic character. (Inherited from Button.)
	RaiseDragEvent	Raises the appropriate drag event. (Inherited from Control.)
	RaiseKeyEvent	Raises the appropriate key event. (Inherited from Control.)
	RaiseMouseEvent	Raises the appropriate mouse event. (Inherited from Control.)
	RaisePaintEvent	Raises the appropriate paint event. (Inherited from Control.)
	RecreateHandle	Forces the re-creation of the handle for the control. (Inherited from Control.)
	RectangleToClient	Computes the size and location of the specified screen rectangle in client coordinates. (Inherited from Control.)
	RectangleToScreen	Computes the size and location of the specified client rectangle in screen coordinates. (Inherited from Control.)
	Refresh	Forces the control to invalidate its client area and immediately redraw itself and any child controls. (Inherited from Control.)
	ResetBackColor	Resets the BackColor property to its default value. (Inherited from Control.)
		Causes a control bound to the

=	ResetBindings	BindingSource to reread all the items in the list and refresh their displayed values. (Inherited from Control.)
=	ResetCursor	Resets the Cursor property to its default value. (Inherited from Control.)
=	ResetFlagsandPaint	Resets the Button control to the state before it is pressed and redraws it. (Inherited from ButtonBase.)
=	ResetFont	Resets the Font property to its default value. (Inherited from Control.)
=	ResetForeColor	Resets the ForeColor property to its default value. (Inherited from Control.)
=	ResetImeMode	Resets the ImeMode property to its default value. (Inherited from Control.)
=	ResetMouseEventArgs	Resets the control to handle the MouseLeave event. (Inherited from Control.)
=	ResetRightToLeft	Resets the RightToLeft property to its default value. (Inherited from Control.)
=	ResetText	Resets the Text property to its default value. (Inherited from Control.)
=	<a href="#">ResumeLayout</a>	Overloaded.
=	<a href="#">RtlTranslateAlignment</a>	Overloaded.
=	RtlTranslateContent	Converts the specified ContentAlignment to the appropriate ContentAlignment to support right-to-left text. (Inherited from Control.)

	RtlTranslateHorizontal	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignment to support right-to-left text. (Inherited from Control.)
	RtlTranslateLeftRight	Converts the specified LeftRightAlignment to the appropriate LeftRightAlignment to support right-to-left text. (Inherited from Control.)
	<a href="#">Scale</a>	Overloaded.
	ScaleControl	Scales a control's location, size, padding and margin. (Inherited from Control.)
	ScaleCore	This method is not relevant for this class. (Inherited from Control.)
	<a href="#">Select</a>	Overloaded.
	SelectNextControl	Activates the next control. (Inherited from Control.)
	SendToBack	Sends the control to the back of the z-order. (Inherited from Control.)
	SetAutoSizeMode	Sets a value indicating how a control will behave when its AutoSize property is enabled. (Inherited from Control.)
	<a href="#">SetBounds</a>	Overloaded.
	SetBoundsCore	Performs the work of setting the specified bounds of this control. (Inherited from Control.)
	SetClientSizeCore	Sets the size of the client area of the control. (Inherited from Control.)
	SetStyle	Sets a specified ControlStyles flag to either true or false.

	SetTopLevel	(Inherited from Control.) Sets the control as the top-level control. (Inherited from Control.)
	SetVisibleCore	Sets the control to the specified visible state. (Inherited from Control.)
	Show	Displays the control to the user. (Inherited from Control.)
	SizeFromClientSize	Determines the size of the entire control from the height and width of its client area. (Inherited from Control.)
	SuspendLayout	Temporarily suspends the layout logic for the control. (Inherited from Control.)
	ToString	(Inherited from Button.)
	Update	Causes the control to redraw the invalidated regions within its client area. (Inherited from Control.)
	<a href="#">UpdateBounds</a>	Overloaded.
	UpdateStyles	Forces the assigned styles to be reapplied to the control. (Inherited from Control.)
	UpdateZOrder	Updates the control in its parent's z-order. (Inherited from Control.)
	WndProc	Processes Windows messages. (Inherited from Button.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IDropTarget...:OnDragDrop	Raises the DragDrop event. (Inherited from Control.)
	IDropTarget...:OnDragEnter	Raises the DragEnter event. (Inherited from Control.)
	IDropTarget...:OnDragLeave	Raises the DragLeave event. (Inherited from Control.)
	IDropTarget...:OnDragOver	Raises the DragOver event. (Inherited from Control.)

## ▣ See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	AccessibilityNotifyClients(AccessibleEvents, specified Int32)	Notifies the accessibility client applications of the specified AccessibleEvents for the specified child control. (Inherited from Control.)
	AccessibilityNotifyClients(AccessibleEvents, specified Int32, Int32)	Notifies the accessibility client applications of the specified AccessibleEvents for the specified child control . (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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C#  Visual Basic

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CommandLinkWinForms...::BeginInvoke Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

Name	Description
BeginInvoke(Delegate)	Executes the specified delegate asynchronously on the thread that the control's underlying handle was created on. (Inherited from Control.)
BeginInvoke(Delegate, array<Object>[](0))	Executes the specified delegate asynchronously with the specified arguments, on the thread that the control's underlying handle was created on. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms...::Dispose Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	Dispose()	Releases all resources used by the Component. (Inherited from Component.)
	Dispose(Boolean)	Releases the unmanaged resources used by the ButtonBase and optionally releases the managed resources. (Inherited from ButtonBase.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

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CommandLinkWinForms...::GetChildAtPoint Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

Name	Description
GetChildAtPoint(Point)	Retrieves the child control that is located at the specified coordinates. (Inherited from Control.)
GetChildAtPoint(Point, GetChildAtPointSkip)	Retrieves the child control that is located at the specified coordinates, specifying whether to ignore child controls of a certain type. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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C#  Visual Basic

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CommandLinkWinForms...::Invalidate Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
◆	<code>Invalidate()</code>	Invalidates the entire surface of the control and causes the control to be redrawn. (Inherited from Control.)
◆	<code>Invalidate(Region)</code>	Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control. (Inherited from Control.)
◆	<code>Invalidate(Boolean)</code>	Invalidates a specific region of the control and causes a paint message to be sent to the control. Optionally, invalidates the child controls assigned to the control. (Inherited from Control.)
◆	<code>Invalidate(Rectangle)</code>	Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control. (Inherited from Control.)
◆	<code>Invalidate(Region, Boolean)</code>	Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control. Optionally, invalidates the child controls assigned to the control. (Inherited from Control.)
◆	<code>Invalidate(Rectangle, Boolean)</code>	Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control. Optionally, invalidates the child

controls assigned to the control.  
(Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms...::Invoke Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	Invoke(Delegate)	Executes the specified delegate on the thread that owns the control's underlying window handle. (Inherited from Control.)
◆	Invoke(Delegate, array<Object>[](0))	Executes the specified delegate, on the thread that owns the control's underlying window handle, with the specified list of arguments. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms...::MemberwiseClone Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	MemberwiseClone()	Creates a shallow copy of the current Object. (Inherited from Object.)
	MemberwiseClone(Boolean)	Creates a shallow copy of the current MarshalByRefObject object. (Inherited from MarshalByRefObject.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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C#  Visual Basic

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CommandLinkWinForms...::PerformLayout Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	<code>PerformLayout()()</code>	Forces the control to apply layout logic to all its child controls. (Inherited from Control.)
◆	<code>PerformLayout(Control, String)</code>	Forces the control to apply layout logic to all its child controls. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms...::ResumeLayout Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	ResumeLayout()()	Resumes usual layout logic. (Inherited from Control.)
◆	ResumeLayout(Boolean)	Resumes usual layout logic, optionally forcing an immediate layout of pending layout requests. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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Vista Bridge Library for Managed code development

CommandLinkWinForms...:RtlTranslateAlignment Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<code>RtlTranslateAlignment(HorizontalAlignment)</code>	Converts the specified <code>HorizontalAlignment</code> to the appropriate <code>HorizontalAlignment</code> to support right-to-left text. (Inherited from <code>Control</code> .)
	<code>RtlTranslateAlignment(LeftRightAlignment)</code>	Converts the specified <code>LeftRightAlignment</code> to the appropriate <code>LeftRightAlignment</code> to support right-to-left text. (Inherited from <code>Control</code> .)
	<code>RtlTranslateAlignment(ContentAlignment)</code>	Converts the specified <code>ContentAlignment</code> to the appropriate <code>ContentAlignment</code> to support right-to-left text. (Inherited from <code>Control</code> .)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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Vista Bridge Library for Managed code development

CommandLinkWinForms...::Scale Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	Name	Description
◆	Scale(Single)	<b>Obsolete.</b> Scales the control and any child controls. (Inherited from Control.)
◆	Scale(SizeF)	Scales the control and all child controls by the specified scaling factor. (Inherited from Control.)
◆	Scale(Single, Single)	<b>Obsolete.</b> Scales the entire control and any child controls. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms...::Select Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	Select()()	Activates the control. (Inherited from Control.)
	Select(Boolean, Boolean)	Activates a child control. Optionally specifies the direction in the tab order to select the control from. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms...::SetBounds Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetBounds(Int32, Int32, Int32, Int32)	Sets the bounds of the control to the specified location and size. (Inherited from Control.)
	SetBounds(Int32, Int32, Int32, Int32, BoundsSpecified)	Sets the specified bounds of the control to the specified location and size. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms...::UpdateBounds Method

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	UpdateBounds()()	Updates the bounds of the control with the current size and location. (Inherited from Control.)
	UpdateBounds(Int32, Int32, Int32, Int32)	Updates the bounds of the control with the specified size and location. (Inherited from Control.)
	UpdateBounds(Int32, Int32, Int32, Int32, Int32, Int32)	Updates the bounds of the control with the specified size, location, and client size. (Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[CommandLinkWinForms Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms Properties

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommandLinkWinForms](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	AccessibilityObject	Gets the AccessibleObject assigned to the control. (Inherited from Control.)
	AccessibleDefaultActionDescription	Gets or sets the default action description of the control for use by accessibility client applications. (Inherited from Control.)
	AccessibleDescription	Gets or sets the description of the control used by accessibility client applications. (Inherited from Control.)
	AccessibleName	Gets or sets the name of the control used by accessibility client applications. (Inherited from Control.)
	AccessibleRole	Gets or sets the accessible role of the control (Inherited from Control.)
	AllowDrop	Gets or sets a value indicating whether the control can accept data that the user drags onto it. (Inherited from Control.)
	Anchor	Gets or sets the edges of the container to which a control is bound and determines how a control is resized with its parent. (Inherited from Control.)
	AutoEllipsis	Gets or sets a value indicating whether the ellipsis character (...) appears at the right edge of the control, denoting that the control

		text extends beyond the specified length of the control. (Inherited from ButtonBase.)
	AutoScrollOffset	Gets or sets where this control is scrolled to in ScrollControlIntoView(Control). (Inherited from Control.)
	AutoSize	Gets or sets a value that indicates whether the control resizes based on its contents. (Inherited from ButtonBase.)
	AutoSizeMode	Gets or sets the mode by which the Button automatically resizes itself. (Inherited from Button.)
	BackColor	Gets or sets the background color of the control. (Inherited from ButtonBase.)
	BackgroundImage	Gets or sets the background image displayed in the control. (Inherited from Control.)
	BackgroundImageLayout	Gets or sets the background image layout as defined in the ImageLayout enumeration. (Inherited from Control.)
	BindingContext	Gets or sets the BindingContext for the control. (Inherited from Control.)
	Bottom	Gets the distance, in pixels, between the bottom edge of the control and the top edge of its container's client area. (Inherited from Control.)
	Bounds	Gets or sets the size and location of the control including its nonclient elements, in pixels, relative to the parent control.

		(Inherited from Control.)
	CanEnableIme	Gets a value indicating whether the ImeMode property can be set to an active value, to enable IME support. (Inherited from Control.)
	CanFocus	Gets a value indicating whether the control can receive focus. (Inherited from Control.)
	CanRaiseEvents	Determines if events can be raised on the control. (Inherited from Control.)
	CanSelect	Gets a value indicating whether the control can be selected. (Inherited from Control.)
	Capture	Gets or sets a value indicating whether the control has captured the mouse. (Inherited from Control.)
	CausesValidation	Gets or sets a value indicating whether the control causes validation to be performed on any controls that require validation when it receives focus. (Inherited from Control.)
	ClientRectangle	Gets the rectangle that represents the client area of the control. (Inherited from Control.)
	ClientSize	Gets or sets the height and width of the client area of the control. (Inherited from Control.)
	CompanyName	Gets the name of the company or creator of the application containing the control. (Inherited from Control.)
	Container	Gets the IContainer that contains the Component.

	ContainsFocus	(Inherited from Component.) Gets a value indicating whether the control, or one of its child controls, currently has the input focus.
	ContextMenu	(Inherited from Control.) Gets or sets the shortcut menu associated with the control.
	ContextMenuStrip	(Inherited from Control.) Gets or sets the ContextMenuStrip associated with this control.
	Controls	(Inherited from Control.) Gets the collection of controls contained within the control.
	Created	(Inherited from Control.) Gets a value indicating whether the control has been created.
	<a href="#">CreateParams</a>	(Overrides Button...::CreateParams.)
	Cursor	(Inherited from Control.) Gets or sets the cursor that is displayed when the mouse pointer is over the control.
	DataBindings	(Inherited from Control.) Gets the data bindings for the control.
	DefaultCursor	(Inherited from Control.) Gets or sets the default cursor for the control.
	DefaultImeMode	(Inherited from ButtonBase.) Gets the default Input Method Editor (IME) mode supported by this control.
	DefaultMargin	Gets the space, in pixels, that is specified by default between controls.

	DefaultMaximumSize	(Inherited from Control.) Gets the length and height, in pixels, that is specified as the default maximum size of a control.
	DefaultMinimumSize	(Inherited from Control.) Gets the length and height, in pixels, that is specified as the default minimum size of a control.
	DefaultPadding	(Inherited from Control.) Gets the internal spacing, in pixels, of the contents of a control.
	<a href="#">DefaultSize</a>	(Overrides ButtonBase...:DefaultSize.)
	DesignMode	Gets a value that indicates whether the Component is currently in design mode. (Inherited from Component.)
	DialogResult	Gets or sets a value that is returned to the parent form when the button is clicked. (Inherited from Button.)
	DisplayRectangle	Gets the rectangle that represents the display area of the control. (Inherited from Control.)
	Disposing	Gets a value indicating whether the base Control class is in the process of disposing. (Inherited from Control.)
	Dock	Gets or sets which control borders are docked to its parent control and determines how a control is resized with its parent. (Inherited from Control.)
		Gets or sets a value indicating

	DoubleBuffered	whether this control should redraw its surface using a secondary buffer to reduce or prevent flicker. (Inherited from Control.)
	Enabled	Gets or sets a value indicating whether the control can respond to user interaction. (Inherited from Control.)
	Events	Gets the list of event handlers that are attached to this Component. (Inherited from Component.)
	FlatAppearance	Gets the appearance of the border and the colors used to indicate check state and mouse state. (Inherited from ButtonBase.)
	FlatStyle	Gets or sets the flat style appearance of the button control. (Inherited from ButtonBase.)
	Focused	Gets a value indicating whether the control has input focus. (Inherited from Control.)
	Font	Gets or sets the font of the text displayed by the control. (Inherited from Control.)
	FontHeight	Gets or sets the height of the font of the control. (Inherited from Control.)
	ForeColor	Gets or sets the foreground color of the control. (Inherited from Control.)
	Handle	Gets the window handle that the control is bound to. (Inherited from Control.)
	HasChildren	Gets a value indicating whether the control contains one or more child controls.

	Height	(Inherited from Control.) Gets or sets the height of the control.
	Image	(Inherited from Control.) Gets or sets the image that is displayed on a button control.
	ImageAlign	(Inherited from ButtonBase.) Gets or sets the alignment of the image on the button control.
	ImageIndex	(Inherited from ButtonBase.) Gets or sets the image list index value of the image displayed on the button control.
	ImageKey	(Inherited from ButtonBase.) Gets or sets the key accessor for the image in the ImageList.
	ImageList	(Inherited from ButtonBase.) Gets or sets the ImageList that contains the Image displayed on a button control.
	ImeMode	(Inherited from ButtonBase.) Gets or sets the Input Method Editor (IME) mode supported by this control. This property is not relevant for this class.
	InvokeRequired	(Inherited from ButtonBase.) Gets a value indicating whether the caller must call an invoke method when making method calls to the control because the caller is on a different thread than the one the control was created on.
	IsAccessible	(Inherited from Control.) Gets or sets a value indicating whether the control is visible to accessibility applications.

		(Inherited from Control.)
	IsDefault	Gets or sets a value indicating whether the button control is the default button. (Inherited from ButtonBase.)
	IsDisposed	Gets a value indicating whether the control has been disposed of. (Inherited from Control.)
	IsHandleCreated	Gets a value indicating whether the control has a handle associated with it. (Inherited from Control.)
	IsMirrored	Gets a value indicating whether the control is mirrored. (Inherited from Control.)
	LayoutEngine	Gets a cached instance of the control's layout engine. (Inherited from Control.)
	Left	Gets or sets the distance, in pixels, between the left edge of the control and the left edge of its container's client area. (Inherited from Control.)
	Location	Gets or sets the coordinates of the upper-left corner of the control relative to the upper-left corner of its container. (Inherited from Control.)
	Margin	Gets or sets the space between controls. (Inherited from Control.)
	MaximumSize	Gets or sets the size that is the upper limit that GetPreferredSize(Size) can specify. (Inherited from Control.)
		Gets or sets the size that is the

	MinimumSize	lower limit that GetPreferredSize(Size) can specify. (Inherited from Control.)
	Name	Gets or sets the name of the control. (Inherited from Control.)
	<a href="#">NoteText</a>	
	Padding	Gets or sets padding within the control. (Inherited from Control.)
	Parent	Gets or sets the parent container of the control. (Inherited from Control.)
	PreferredSize	Gets the size of a rectangular area into which the control can fit. (Inherited from Control.)
	ProductName	Gets the product name of the assembly containing the control. (Inherited from Control.)
	ProductVersion	Gets the version of the assembly containing the control. (Inherited from Control.)
	RecreatingHandle	Gets a value indicating whether the control is currently re-creating its handle. (Inherited from Control.)
	Region	Gets or sets the window region associated with the control. (Inherited from Control.)
	RenderRightToLeft	<b>Obsolete.</b> This property is now obsolete. (Inherited from Control.)
	ResizeRedraw	Gets or sets a value indicating whether the control redraws itself when resized. (Inherited from Control.)



Right

Gets the distance, in pixels, between the right edge of the control and the left edge of its container's client area.

(Inherited from Control.)



RightToLeft

Gets or sets a value indicating whether control's elements are aligned to support locales using right-to-left fonts.

(Inherited from Control.)



ScaleChildren

Gets a value that determines the scaling of child controls.

(Inherited from Control.)



[ShieldIcon](#)



ShowFocusCues

Gets a value indicating whether the control should display focus rectangles.

(Inherited from Control.)



ShowKeyboardCues

Gets a value indicating whether the user interface is in the appropriate state to show or hide keyboard accelerators.

(Inherited from Control.)



Site

Gets or sets the site of the control.

(Inherited from Control.)



Size

Gets or sets the height and width of the control.

(Inherited from Control.)



TabIndex

Gets or sets the tab order of the control within its container.

(Inherited from Control.)



TabStop

Gets or sets a value indicating whether the user can give the focus to this control using the TAB key.

(Inherited from Control.)

	Tag	Gets or sets the object that contains data about the control. (Inherited from Control.)
	Text	(Inherited from ButtonBase.)
	TextAlign	Gets or sets the alignment of the text on the button control. (Inherited from ButtonBase.)
	TextImageRelation	Gets or sets the position of text and image relative to each other. (Inherited from ButtonBase.)
	Top	Gets or sets the distance, in pixels, between the top edge of the control and the top edge of its container's client area. (Inherited from Control.)
	TopLevelControl	Gets the parent control that is not parented by another Windows Forms control. Typically, this is the outermost Form that the control is contained in. (Inherited from Control.)
	UseCompatibleTextRendering	Gets or sets a value that determines whether to use the compatible text rendering engine (GDI+) or not (GDI). (Inherited from ButtonBase.)
	UseMnemonic	Gets or sets a value indicating whether the first character that is preceded by an ampersand (&) is used as the mnemonic key of the control. (Inherited from ButtonBase.)
	UseVisualStyleBackColor	Gets or sets a value that determines if the background is drawn using visual styles, if supported. (Inherited from ButtonBase.)



UseWaitCursor

Gets or sets a value indicating whether to use the wait cursor for the current control and all child controls.

(Inherited from Control.)



Visible

Gets or sets a value indicating whether the control and all its parent controls are displayed.

(Inherited from Control.)



Width

Gets or sets the width of the control.

(Inherited from Control.)



WindowTarget

This property is not relevant for this class.

(Inherited from Control.)

## See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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[C#](#) [Visual Basic](#)

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CommandLinkWinForms...:CreateParams Property

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWinForms.CreateParams]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# **Syntax**

## **C#**

```
protected override CreateParams CreateParams { get; }
```

## **Visual Basic (Declaration)**

```
Protected Overrides ReadOnly Property CreateParams As CreateParams
```

## **Visual C++**

```
protected:  
virtual property CreateParams^ CreateParams {  
    CreateParams^ get () override;  
}
```

## See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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[C#](#) [Visual Basic](#)

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CommandLinkWinForms...:DefaultSize Property

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWinForms.DefaultSize]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
protected override Size DefaultSize { get; }
```

## Visual Basic (Declaration)

```
Protected Overrides ReadOnly Property DefaultSize As Size
```

## Visual C++

```
protected:  
virtual property Size DefaultSize {  
    Size get () override;  
}
```

## See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWinForms...:NoteText Property

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWinForms.NoteText]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ■ Syntax

## C#

```
[DefaultValueAttribute("(Note Text)")]  
[BrowsableAttribute(true)]  
public string NoteText { get; set; }
```

## Visual Basic (Declaration)

```
<DefaultValueAttribute("(Note Text)")> _  
<BrowsableAttribute(True)> _  
Public Property NoteText As String
```

## Visual C++

```
[DefaultValueAttribute(L"(Note Text)")]  
[BrowsableAttribute(true)]  
public:  
property String^ NoteText {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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[C#](#) [Visual Basic](#)

[Visual C++](#)

[XAML](#)

Vista Bridge Library for Managed code development

CommandLinkWinForms...:ShieldIcon Property

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWinForms.ShieldIcon]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
[BrowsableAttribute(true)]  
[DefaultValueAttribute(false)]  
public bool ShieldIcon { get; set; }
```

## Visual Basic (Declaration)

```
<BrowsableAttribute(True)> _  
<DefaultValueAttribute(False)> _  
Public Property ShieldIcon As Boolean
```

## Visual C++

```
[BrowsableAttribute(true)]  
[DefaultValueAttribute(false)]  
public:  
property bool ShieldIcon {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

Vista Bridge Library for Managed code development

CommandLinkWinForms Events

[CommandLinkWinForms Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommandLinkWinForms](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
⚡	AutoSizeChanged	Occurs when the value of the AutoSize property changes. (Inherited from ButtonBase.)
⚡	BackColorChanged	Occurs when the value of the BackColor property changes. (Inherited from Control.)
⚡	BackgroundImageChanged	Occurs when the value of the BackgroundImage property changes. (Inherited from Control.)
⚡	BackgroundImageLayoutChanged	Occurs when the BackgroundImageLayout property changes. (Inherited from Control.)
⚡	BindingContextChanged	Occurs when the value of the BindingContext property changes. (Inherited from Control.)
⚡	CausesValidationChanged	Occurs when the value of the CausesValidation property changes. (Inherited from Control.)
⚡	ChangeUICues	Occurs when the focus or keyboard user interface (UI) cues change. (Inherited from Control.)
⚡	Click	Occurs when the control is clicked. (Inherited from Control.)
⚡	ClientSizeChanged	Occurs when the value of the ClientSize property changes. (Inherited from Control.)
⚡	ContextMenuChanged	Occurs when the value of the ContextMenu property changes. (Inherited from Control.)

	ContextMenuStripChanged	Occurs when the value of the ContextMenuStrip property changes. (Inherited from Control.)
	ControlAdded	Occurs when a new control is added to the Control...:ControlCollection. (Inherited from Control.)
	ControlRemoved	Occurs when a control is removed from the Control...:ControlCollection. (Inherited from Control.)
	CursorChanged	Occurs when the value of the Cursor property changes. (Inherited from Control.)
	Disposed	Occurs when the component is disposed by a call to the Dispose()() method. (Inherited from Component.)
	DockChanged	Occurs when the value of the Dock property changes. (Inherited from Control.)
	DoubleClick	Occurs when the user double-clicks the Button control. (Inherited from Button.)
	DragDrop	Occurs when a drag-and-drop operation is completed. (Inherited from Control.)
	DragEnter	Occurs when an object is dragged into the control's bounds. (Inherited from Control.)
	DragLeave	Occurs when an object is dragged out of the control's bounds. (Inherited from Control.)
	DragOver	Occurs when an object is dragged over the control's bounds. (Inherited from Control.)
	EnabledChanged	Occurs when the Enabled property value has changed.

		(Inherited from Control.)
⚡	Enter	Occurs when the control is entered. (Inherited from Control.)
⚡	FontChanged	Occurs when the Font property value changes. (Inherited from Control.)
⚡	ForeColorChanged	Occurs when the ForeColor property value changes. (Inherited from Control.)
⚡	GiveFeedback	Occurs during a drag operation. (Inherited from Control.)
⚡	GotFocus	Occurs when the control receives focus. (Inherited from Control.)
⚡	HandleCreated	Occurs when a handle is created for the control. (Inherited from Control.)
⚡	HandleDestroyed	Occurs when the control's handle is in the process of being destroyed. (Inherited from Control.)
⚡	HelpRequested	Occurs when the user requests help for a control. (Inherited from Control.)
⚡	ImeModeChanged	Occurs when the ImeMode property is changed. This event is not relevant for this class. (Inherited from ButtonBase.)
⚡	Invalidated	Occurs when a control's display requires redrawing. (Inherited from Control.)
⚡	KeyDown	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
⚡	KeyPress	Occurs when a key is pressed while the control has focus. (Inherited from Control.)

⚡	KeyUp	Occurs when a key is released while the control has focus. (Inherited from Control.)
⚡	Layout	Occurs when a control should reposition its child controls. (Inherited from Control.)
⚡	Leave	Occurs when the input focus leaves the control. (Inherited from Control.)
⚡	LocationChanged	Occurs when the Location property value has changed. (Inherited from Control.)
⚡	LostFocus	Occurs when the control loses focus. (Inherited from Control.)
⚡	MarginChanged	Occurs when the control's margin changes. (Inherited from Control.)
⚡	MouseCaptureChanged	Occurs when the control loses or gains mouse capture. (Inherited from Control.)
⚡	MouseClicked	Occurs when the control is clicked by the mouse. (Inherited from Control.)
⚡	MouseDoubleClick	Occurs when the user double-clicks the Button control with the mouse. (Inherited from Button.)
⚡	MouseDown	Occurs when the mouse pointer is over the control and a mouse button is pressed. (Inherited from Control.)
⚡	MouseEnter	Occurs when the mouse pointer enters the control. (Inherited from Control.)
⚡	MouseHover	Occurs when the mouse pointer rests on the control. (Inherited from Control.)

⚡	MouseLeave	Occurs when the mouse pointer leaves the control. (Inherited from Control.)
⚡	MouseMove	Occurs when the mouse pointer is moved over the control. (Inherited from Control.)
⚡	MouseUp	Occurs when the mouse pointer is over the control and a mouse button is released. (Inherited from Control.)
⚡	MouseWheel	Occurs when the mouse wheel moves while the control has focus. (Inherited from Control.)
⚡	Move	Occurs when the control is moved. (Inherited from Control.)
⚡	PaddingChanged	Occurs when the control's padding changes. (Inherited from Control.)
⚡	Paint	Occurs when the control is redrawn. (Inherited from Control.)
⚡	ParentChanged	Occurs when the Parent property value changes. (Inherited from Control.)
⚡	PreviewKeyDown	Occurs before the KeyDown event when a key is pressed while focus is on this control. (Inherited from Control.)
⚡	QueryAccessibilityHelp	Occurs when AccessibleObject is providing help to accessibility applications. (Inherited from Control.)
⚡	QueryContinueDrag	Occurs during a drag-and-drop operation and enables the drag source to determine whether the drag-and-drop operation should be canceled. (Inherited from Control.)

	RegionChanged	Occurs when the value of the Region property changes. (Inherited from Control.)
	Resize	Occurs when the control is resized. (Inherited from Control.)
	RightToLeftChanged	Occurs when the RightToLeft property value changes. (Inherited from Control.)
	SizeChanged	Occurs when the Size property value changes. (Inherited from Control.)
	StyleChanged	Occurs when the control style changes. (Inherited from Control.)
	SystemColorsChanged	Occurs when the system colors change. (Inherited from Control.)
	TabIndexChanged	Occurs when the TabIndex property value changes. (Inherited from Control.)
	TabStopChanged	Occurs when the TabStop property value changes. (Inherited from Control.)
	TextChanged	Occurs when the Text property value changes. (Inherited from Control.)
	Validated	Occurs when the control is finished validating. (Inherited from Control.)
	Validating	Occurs when the control is validating. (Inherited from Control.)
	VisibleChanged	Occurs when the Visible property value changes. (Inherited from Control.)

## ▣ See Also

[CommandLinkWinForms Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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[C#](#) [Visual Basic](#)

[Visual C++](#)

[XAML](#)

Vista Bridge Library for Managed code development

CommandLinkWPF Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Implements a CommandLink button that can be used in WPF user interfaces.

CommandLinkWPF

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ■ Syntax

## C#

```
public class CommandLinkWPF : UserControl,  
    INotifyPropertyChanged, IComponentConnector
```

## Visual Basic (Declaration)

```
Public Class CommandLinkWPF _  
    Inherits UserControl _  
    Implements INotifyPropertyChanged, IComponentConnector
```

## Visual C++

```
public ref class CommandLinkWPF : public UserControl,  
    INotifyPropertyChanged, IComponentConnector
```

# **Inheritance Hierarchy**

System...:Object

System.Windows.Threading...:DispatcherObject

System.Windows...:DependencyObject

System.Windows.Media...:Visual

System.Windows...:UIElement

System.Windows...:FrameworkElement

System.Windows.Controls...:Control

System.Windows.Controls...:ContentControl

System.Windows.Controls...:UserControl

Microsoft.SDK.Samples.VistaBridge.Controls...:CommandLinkWPF

## See Also

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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- C#  Visual Basic
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- Include Protected Members
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Vista Bridge Library for Managed code development

CommandLinkWPF Members

[CommandLinkWPF Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#)  
[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommandLinkWPF](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">CommandLinkWPF</a>	Initializes a new instance of the <a href="#">CommandLinkWPF</a> class

# Methods

	Name	Description
	AddChild	(Inherited from ContentControl.)
	<a href="#">AddHandler</a>	Overloaded.
	AddLogicalChild	(Inherited from FrameworkElement.)
	AddText	(Inherited from ContentControl.)
	AddToEventRoute	(Inherited from UIElement.)
	AddVisualChild	(Inherited from Visual.)
	<a href="#">ApplyAnimationClock</a>	Overloaded.
	ApplyTemplate	(Inherited from FrameworkElement.)
	Arrange	(Inherited from UIElement.)
	ArrangeCore	(Inherited from FrameworkElement.)
	ArrangeOverride	(Inherited from Control.)
	<a href="#">BeginAnimation</a>	Overloaded.
	BeginInit	(Inherited from FrameworkElement.)
	<a href="#">BeginStoryboard</a>	Overloaded.
	<a href="#">BringIntoView</a>	Overloaded.
	CaptureMouse	(Inherited from UIElement.)
	CaptureStylus	(Inherited from UIElement.)
	CheckAccess	(Inherited from DispatcherObject.)
	<a href="#">ClearValue</a>	Overloaded.
	CoerceValue	(Inherited from DependencyObject.)
	EndInit	(Inherited from FrameworkElement.)

	Equals	(Inherited from DependencyObject.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	FindCommonVisualAncestor	(Inherited from Visual.)
	FindName	(Inherited from FrameworkElement.)
	FindResource	(Inherited from FrameworkElement.)
	Focus	(Inherited from UIElement.)
	GetAnimationBaseValue	(Inherited from UIElement.)
	GetBindingExpression	(Inherited from FrameworkElement.)
	GetHashCode	(Inherited from DependencyObject.)
	GetLayoutClip	(Inherited from FrameworkElement.)
	GetLocalValueEnumerator	(Inherited from DependencyObject.)
	GetTemplateChild	(Inherited from FrameworkElement.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	GetUIParentCore	(Inherited from FrameworkElement.)
	GetValue	(Inherited from DependencyObject.)
	GetVisualChild	(Inherited from FrameworkElement.)
	<a href="#">HitTestCore</a>	Overloaded.
	<a href="#">InitializeComponent</a>	InitializeComponent

	InputHitTest	(Inherited from UIElement.)
	InvalidateArrange	(Inherited from UIElement.)
	InvalidateMeasure	(Inherited from UIElement.)
	InvalidateProperty	(Inherited from DependencyObject.)
	InvalidateVisual	(Inherited from UIElement.)
	IsAncestorOf	(Inherited from Visual.)
	IsDescendantOf	(Inherited from Visual.)
	Measure	(Inherited from UIElement.)
	MeasureCore	(Inherited from FrameworkElement.)
	MeasureOverride	(Inherited from Control.) Creates a shallow copy of the current Object.
	MemberwiseClone	(Inherited from Object.)
	MoveFocus	(Inherited from FrameworkElement.)
	OnAccessKey	(Inherited from UIElement.)
	OnApplyTemplate	(Inherited from FrameworkElement.)
	OnChildDesiredSizeChanged	(Inherited from UIElement.)
	OnContentChanged	(Inherited from ContentControl.)
	OnContentTemplateChanged	(Inherited from ContentControl.)
	OnContentTemplateSelectorChanged	(Inherited from ContentControl.)
	OnContextMenuClosing	(Inherited from FrameworkElement.)
	OnContextMenuOpening	(Inherited from FrameworkElement.)
	OnCreateAutomationPeer	(Inherited from UserControl.)
	OnDragEnter	(Inherited from UIElement.)
	OnDragLeave	(Inherited from UIElement.)
	OnDragOver	(Inherited from UIElement.)
	OnDrop	(Inherited from UIElement.)

	OnGiveFeedback	(Inherited from UIElement.)
	OnGotFocus	(Inherited from FrameworkElement.)
	OnGotKeyboardFocus	(Inherited from UIElement.)
	OnGotMouseCapture	(Inherited from UIElement.)
	OnGotStylusCapture	(Inherited from UIElement.)
	OnInitialized	(Inherited from FrameworkElement.)
	OnIsKeyboardFocusedChanged	(Inherited from UIElement.)
	OnIsKeyboardFocusWithinChanged	(Inherited from UIElement.)
	OnIsMouseCapturedChanged	(Inherited from UIElement.)
	OnIsMouseCaptureWithinChanged	(Inherited from UIElement.)
	OnIsMouseDirectlyOverChanged	(Inherited from UIElement.)
	OnIsStylusCapturedChanged	(Inherited from UIElement.)
	OnIsStylusCaptureWithinChanged	(Inherited from UIElement.)
	OnIsStylusDirectlyOverChanged	(Inherited from UIElement.)
	OnKeyDown	(Inherited from UIElement.)
	OnKeyUp	(Inherited from UIElement.)
	OnLostFocus	(Inherited from UIElement.)
	OnLostKeyboardFocus	(Inherited from UIElement.)
	OnLostMouseCapture	(Inherited from UIElement.)
	OnLostStylusCapture	(Inherited from UIElement.)
	OnMouseDoubleClick	(Inherited from Control.)
	OnMouseDown	(Inherited from UIElement.)
	OnMouseEnter	(Inherited from UIElement.)
	OnMouseLeave	(Inherited from UIElement.)
	OnMouseLeftButtonDown	(Inherited from UIElement.)
	OnMouseLeftButtonUp	(Inherited from UIElement.)
	OnMouseMove	(Inherited from UIElement.)
	OnMouseRightButtonDown	(Inherited from UIElement.)
	OnMouseRightButtonUp	(Inherited from UIElement.)
	OnMouseUp	(Inherited from UIElement.)
	OnMouseWheel	(Inherited from UIElement.)

	OnPreviewDragEnter	(Inherited from UIElement.)
	OnPreviewDragLeave	(Inherited from UIElement.)
	OnPreviewDragOver	(Inherited from UIElement.)
	OnPreviewDrop	(Inherited from UIElement.)
	OnPreviewGiveFeedback	(Inherited from UIElement.)
	OnPreviewGotKeyboardFocus	(Inherited from UIElement.)
	OnPreviewKeyDown	(Inherited from UIElement.)
	OnPreviewKeyUp	(Inherited from UIElement.)
	OnPreviewLostKeyboardFocus	(Inherited from UIElement.)
	OnPreviewMouseDoubleClick	(Inherited from Control.)
	OnPreviewMouseDown	(Inherited from UIElement.)
	OnPreviewMouseLeftButtonDown	(Inherited from UIElement.)
	OnPreviewMouseLeftButtonUp	(Inherited from UIElement.)
	OnPreviewMouseMove	(Inherited from UIElement.)
	OnPreviewMouseRightButtonDown	(Inherited from UIElement.)
	OnPreviewMouseRightButtonUp	(Inherited from UIElement.)
	OnPreviewMouseUp	(Inherited from UIElement.)
	OnPreviewMouseWheel	(Inherited from UIElement.)
	OnPreviewQueryContinueDrag	(Inherited from UIElement.)
	OnPreviewStylusButtonDown	(Inherited from UIElement.)
	OnPreviewStylusButtonUp	(Inherited from UIElement.)
	OnPreviewStylusDown	(Inherited from UIElement.)
	OnPreviewStylusInAirMove	(Inherited from UIElement.)
	OnPreviewStylusInRange	(Inherited from UIElement.)
	OnPreviewStylusMove	(Inherited from UIElement.)
	OnPreviewStylusOutOfRange	(Inherited from UIElement.)
	OnPreviewStylusSystemGesture	(Inherited from UIElement.)
	OnPreviewStylusUp	(Inherited from UIElement.)
	OnPreviewTextInput	(Inherited from UIElement.)
	OnPropertyChanged	(Inherited from FrameworkElement.)
	OnQueryContinueDrag	(Inherited from UIElement.)
	OnQueryCursor	(Inherited from UIElement.)

	OnRender	(Inherited from UIElement.)
	OnRenderSizeChanged	(Inherited from FrameworkElement.)
	OnStyleChanged	(Inherited from FrameworkElement.)
	OnStylusButtonDown	(Inherited from UIElement.)
	OnStylusButtonUp	(Inherited from UIElement.)
	OnStylusDown	(Inherited from UIElement.)
	OnStylusEnter	(Inherited from UIElement.)
	OnStylusInAirMove	(Inherited from UIElement.)
	OnStylusInRange	(Inherited from UIElement.)
	OnStylusLeave	(Inherited from UIElement.)
	OnStylusMove	(Inherited from UIElement.)
	OnStylusOutOfRange	(Inherited from UIElement.)
	OnStylusSystemGesture	(Inherited from UIElement.)
	OnStylusUp	(Inherited from UIElement.)
	OnTemplateChanged	(Inherited from Control.)
	OnTextInput	(Inherited from UIElement.)
	OnToolTipClosing	(Inherited from FrameworkElement.)
	OnToolTipOpening	(Inherited from FrameworkElement.)
	OnVisualChildrenChanged	(Inherited from Visual.)
	OnVisualParentChanged	(Inherited from FrameworkElement.)
	ParentLayoutInvalidated	(Inherited from FrameworkElement.)
	PointFromScreen	(Inherited from Visual.)
	PointToScreen	(Inherited from Visual.)
	PredictFocus	(Inherited from FrameworkElement.)
	RaiseEvent	(Inherited from UIElement.)
	ReadLocalValue	(Inherited from DependencyObject.)

RegisterName	(Inherited from FrameworkElement.)
ReleaseMouseCapture	(Inherited from UIElement.)
ReleaseStylusCapture	(Inherited from UIElement.)
RemoveHandler	(Inherited from UIElement.)
RemoveLogicalChild	(Inherited from FrameworkElement.)
RemoveVisualChild	(Inherited from Visual.)
<a href="#">SetBinding</a>	Overloaded.
SetResourceReference	(Inherited from FrameworkElement.)
<a href="#">SetValue</a>	Overloaded.
ShouldSerializeCommandBindings	(Inherited from UIElement.)
ShouldSerializeContent	(Inherited from ContentControl.)
ShouldSerializeInputBindings	(Inherited from UIElement.)
ShouldSerializeProperty	(Inherited from DependencyObject.)
ShouldSerializeResources	(Inherited from FrameworkElement.)
ShouldSerializeStyle	(Inherited from FrameworkElement.)
ShouldSerializeTriggers	(Inherited from FrameworkElement.)
ToString	(Inherited from Control.)
<a href="#">TransformToAncestor</a>	Overloaded.
TransformToDescendant	(Inherited from Visual.)
TransformToVisual	(Inherited from Visual.)
TranslatePoint	(Inherited from UIElement.)
TryFindResource	(Inherited from FrameworkElement.)
UnregisterName	(Inherited from FrameworkElement.)
UpdateLayout	(Inherited from UIElement.)
VerifyAccess	(Inherited from

DispatcherObject.)

# Properties

	<b>Name</b>	<b>Description</b>
	ActualHeight	(Inherited from FrameworkElement.)
	ActualWidth	(Inherited from FrameworkElement.)
	AllowDrop	(Inherited from UIElement.)
	Background	(Inherited from Control.)
	BitmapEffect	(Inherited from UIElement.)
	BitmapEffectInput	(Inherited from UIElement.)
	BorderBrush	(Inherited from Control.)
	BorderThickness	(Inherited from Control.)
	Clip	(Inherited from UIElement.)
	ClipToBounds	(Inherited from UIElement.)
	<a href="#">Command</a>	
	CommandBindings	(Inherited from UIElement.)
	Content	(Inherited from ContentControl.)
	ContentTemplate	(Inherited from ContentControl.)
	ContentTemplateSelector	(Inherited from ContentControl.)
	ContextMenu	(Inherited from FrameworkElement.)
	Cursor	(Inherited from FrameworkElement.)
	DataContext	(Inherited from FrameworkElement.)
	DefaultStyleKey	(Inherited from FrameworkElement.)
	DependencyObjectType	(Inherited from DependencyObject.)
	DesiredSize	(Inherited from UIElement.)
	Dispatcher	(Inherited from DispatcherObject.)
	FlowDirection	(Inherited from FrameworkElement.)
	Focusable	(Inherited from UIElement.)
	FocusVisualStyle	(Inherited from FrameworkElement.)
	FontFamily	(Inherited from Control.)
	FontSize	(Inherited from Control.)
	FontStretch	(Inherited from Control.)

	FontStyle	(Inherited from Control.)
	FontWeight	(Inherited from Control.)
	ForceCursor	(Inherited from FrameworkElement.)
	Foreground	(Inherited from Control.)
	HandlesScrolling	(Inherited from Control.)
	HasAnimatedProperties	(Inherited from UIElement.)
	HasContent	(Inherited from ContentControl.)
	Height	(Inherited from FrameworkElement.)
	HorizontalAlignment	(Inherited from FrameworkElement.)
	HorizontalContentAlignment	(Inherited from Control.)
	<a href="#">Icon</a>	
	InheritanceBehavior	(Inherited from FrameworkElement.)
	InputBindings	(Inherited from UIElement.)
	InputScope	(Inherited from FrameworkElement.)
	IsArrangeValid	(Inherited from UIElement.)
	<a href="#">IsCheck</a>	
	IsEnabled	(Inherited from UIElement.)
	IsEnabledCore	(Inherited from UIElement.)
	IsFocused	(Inherited from UIElement.)
	IsHitTestVisible	(Inherited from UIElement.)
	IsInitialized	(Inherited from FrameworkElement.)
	IsInputMethodEnabled	(Inherited from UIElement.)
	IsKeyboardFocused	(Inherited from UIElement.)
	IsKeyboardFocusWithin	(Inherited from UIElement.)
	IsLoaded	(Inherited from FrameworkElement.)
	IsMeasureValid	(Inherited from UIElement.)
	IsMouseCaptured	(Inherited from UIElement.)
	IsMouseCaptureWithin	(Inherited from UIElement.)
	IsMouseDirectlyOver	(Inherited from UIElement.)
	IsMouseOver	(Inherited from UIElement.)
	IsSealed	(Inherited from DependencyObject.)
	IsStylusCaptured	(Inherited from UIElement.)
	IsStylusCaptureWithin	(Inherited from UIElement.)

	IsStylusDirectlyOver	(Inherited from UIElement.)
	IsStylusOver	(Inherited from UIElement.)
	IsTabStop	(Inherited from Control.)
	IsVisible	(Inherited from UIElement.)
	Language	(Inherited from FrameworkElement.)
	LayoutTransform	(Inherited from FrameworkElement.)
	<a href="#">Link</a>	
	LogicalChildren	(Inherited from ContentControl.)
	Margin	(Inherited from FrameworkElement.)
	MaxHeight	(Inherited from FrameworkElement.)
	MaxWidth	(Inherited from FrameworkElement.)
	MinHeight	(Inherited from FrameworkElement.)
	MinWidth	(Inherited from FrameworkElement.)
	Name	(Inherited from FrameworkElement.)
	<a href="#">Note</a>	
	Opacity	(Inherited from UIElement.)
	OpacityMask	(Inherited from UIElement.)
	OverridesDefaultStyle	(Inherited from FrameworkElement.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from FrameworkElement.)
	PersistId	<b>Obsolete.</b> (Inherited from UIElement.)
	RenderSize	(Inherited from UIElement.)
	RenderTransform	(Inherited from UIElement.)
	RenderTransformOrigin	(Inherited from UIElement.)
	Resources	(Inherited from FrameworkElement.)
	SnapsToDevicePixels	(Inherited from UIElement.)
	Style	(Inherited from FrameworkElement.)
	StylusPlugIns	(Inherited from UIElement.)
	TabIndex	(Inherited from Control.)
	Tag	(Inherited from FrameworkElement.)
	Template	(Inherited from Control.)
	TemplatedParent	(Inherited from FrameworkElement.)
	ToolTip	(Inherited from FrameworkElement.)

	Triggers	(Inherited from FrameworkElement.)
	VerticalAlignment	(Inherited from FrameworkElement.)
	VerticalContentAlignment	(Inherited from Control.)
	Visibility	(Inherited from UIElement.)
	VisualBitmapEffect	(Inherited from Visual.)
	VisualBitmapEffectInput	(Inherited from Visual.)
	VisualBitmapScalingMode	(Inherited from Visual.)
	VisualChildrenCount	(Inherited from FrameworkElement.)
	VisualClip	(Inherited from Visual.)
	VisualEdgeMode	(Inherited from Visual.)
	VisualOffset	(Inherited from Visual.)
	VisualOpacity	(Inherited from Visual.)
	VisualOpacityMask	(Inherited from Visual.)
	VisualParent	(Inherited from Visual.)
	VisualTransform	(Inherited from Visual.)
	VisualXSnappingGuidelines	(Inherited from Visual.)
	VisualYSnappingGuidelines	(Inherited from Visual.)
	Width	(Inherited from FrameworkElement.)

# Events

	<b>Name</b>	<b>Description</b>
	<a href="#">Click</a>	
	ContextMenuClosing	(Inherited from FrameworkElement.)
	ContextMenuOpening	(Inherited from FrameworkElement.)
	DataContextChanged	(Inherited from FrameworkElement.)
	DragEnter	(Inherited from UIElement.)
	DragLeave	(Inherited from UIElement.)
	DragOver	(Inherited from UIElement.)
	Drop	(Inherited from UIElement.)
	FocusableChanged	(Inherited from UIElement.)
	GiveFeedback	(Inherited from UIElement.)
	GotFocus	(Inherited from UIElement.)
	GotKeyboardFocus	(Inherited from UIElement.)
	GotMouseCapture	(Inherited from UIElement.)
	GotStylusCapture	(Inherited from UIElement.)
	Initialized	(Inherited from FrameworkElement.)
	IsEnabledChanged	(Inherited from UIElement.)
	IsHitTestVisibleChanged	(Inherited from UIElement.)
	IsKeyboardFocusedChanged	(Inherited from UIElement.)
	IsKeyboardFocusWithinChanged	(Inherited from UIElement.)
	IsMouseCapturedChanged	(Inherited from UIElement.)
	IsMouseCaptureWithinChanged	(Inherited from UIElement.)
	IsMouseDirectlyOverChanged	(Inherited from UIElement.)
	IsStylusCapturedChanged	(Inherited from UIElement.)
	IsStylusCaptureWithinChanged	(Inherited from UIElement.)
	IsStylusDirectlyOverChanged	(Inherited from UIElement.)
	IsVisibleChanged	(Inherited from UIElement.)
	KeyDown	(Inherited from UIElement.)
	KeyUp	(Inherited from UIElement.)

⚡	LayoutUpdated	(Inherited from UIElement.)
⚡	Loaded	(Inherited from FrameworkElement.)
⚡	LostFocus	(Inherited from UIElement.)
⚡	LostKeyboardFocus	(Inherited from UIElement.)
⚡	LostMouseCapture	(Inherited from UIElement.)
⚡	LostStylusCapture	(Inherited from UIElement.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from UIElement.)
⚡	MouseEnter	(Inherited from UIElement.)
⚡	MouseLeave	(Inherited from UIElement.)
⚡	MouseLeftButtonDown	(Inherited from UIElement.)
⚡	MouseLeftButtonUp	(Inherited from UIElement.)
⚡	MouseMove	(Inherited from UIElement.)
⚡	MouseRightButtonDown	(Inherited from UIElement.)
⚡	MouseRightButtonUp	(Inherited from UIElement.)
⚡	MouseUp	(Inherited from UIElement.)
⚡	MouseWheel	(Inherited from UIElement.)
⚡	PreviewDragEnter	(Inherited from UIElement.)
⚡	PreviewDragLeave	(Inherited from UIElement.)
⚡	PreviewDragOver	(Inherited from UIElement.)
⚡	PreviewDrop	(Inherited from UIElement.)
⚡	PreviewGiveFeedback	(Inherited from UIElement.)
⚡	PreviewGotKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewKeyDown	(Inherited from UIElement.)
⚡	PreviewKeyUp	(Inherited from UIElement.)
⚡	PreviewLostKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewMouseDoubleClick	(Inherited from Control.)
⚡	PreviewMouseDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseMove	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonDown	(Inherited from UIElement.)

⚡	PreviewMouseRightButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseUp	(Inherited from UIElement.)
⚡	PreviewMouseWheel	(Inherited from UIElement.)
⚡	PreviewQueryContinueDrag	(Inherited from UIElement.)
⚡	PreviewStylusButtonDown	(Inherited from UIElement.)
⚡	PreviewStylusButtonUp	(Inherited from UIElement.)
⚡	PreviewStylusDown	(Inherited from UIElement.)
⚡	PreviewStylusInAirMove	(Inherited from UIElement.)
⚡	PreviewStylusInRange	(Inherited from UIElement.)
⚡	PreviewStylusMove	(Inherited from UIElement.)
⚡	PreviewStylusOutOfRange	(Inherited from UIElement.)
⚡	PreviewStylusSystemGesture	(Inherited from UIElement.)
⚡	PreviewStylusUp	(Inherited from UIElement.)
⚡	PreviewTextInput	(Inherited from UIElement.)
⚡	<a href="#">PropertyChanged</a>	
⚡	QueryContinueDrag	(Inherited from UIElement.)
⚡	QueryCursor	(Inherited from UIElement.)
⚡	RequestBringIntoView	(Inherited from FrameworkElement.)
⚡	SizeChanged	(Inherited from FrameworkElement.)
⚡	SourceUpdated	(Inherited from FrameworkElement.)
⚡	StylusButtonDown	(Inherited from UIElement.)
⚡	StylusButtonUp	(Inherited from UIElement.)
⚡	StylusDown	(Inherited from UIElement.)
⚡	StylusEnter	(Inherited from UIElement.)
⚡	StylusInAirMove	(Inherited from UIElement.)
⚡	StylusInRange	(Inherited from UIElement.)
⚡	StylusLeave	(Inherited from UIElement.)
⚡	StylusMove	(Inherited from UIElement.)
⚡	StylusOutOfRange	(Inherited from UIElement.)
⚡	StylusSystemGesture	(Inherited from UIElement.)
⚡	StylusUp	(Inherited from UIElement.)
⚡	TargetUpdated	(Inherited from FrameworkElement.)

	TextInput	(Inherited from UIElement.)
	ToolTipClosing	(Inherited from FrameworkElement.)
	ToolTipOpening	(Inherited from FrameworkElement.)
	Unloaded	(Inherited from FrameworkElement.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IAddChild...::AddChild	(Inherited from ContentControl.)
	IAddChild...::AddText	(Inherited from ContentControl.)
	<a href="#"><u>IComponentConnector...::Connect</u></a>	

## ▣ **See Also**

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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C#  Visual Basic

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CommandLinkWPF Constructor

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Initializes a new instance of the [CommandLinkWPF](#) class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# **Syntax**

## **C#**

```
public CommandLinkWPF()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommandLinkWPF()
```

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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- C#  Visual Basic
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- Include Protected Members
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Vista Bridge Library for Managed code development

CommandLinkWPF Methods

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommandLinkWPF](#) type exposes the following members.

# Methods

	Name	Description
	AddChild	(Inherited from ContentControl.)
	<a href="#">AddHandler</a>	Overloaded.
	AddLogicalChild	(Inherited from FrameworkElement.)
	AddText	(Inherited from ContentControl.)
	AddToEventRoute	(Inherited from UIElement.)
	AddVisualChild	(Inherited from Visual.)
	<a href="#">ApplyAnimationClock</a>	Overloaded.
	ApplyTemplate	(Inherited from FrameworkElement.)
	Arrange	(Inherited from UIElement.)
	ArrangeCore	(Inherited from FrameworkElement.)
	ArrangeOverride	(Inherited from Control.)
	<a href="#">BeginAnimation</a>	Overloaded.
	BeginInit	(Inherited from FrameworkElement.)
	<a href="#">BeginStoryboard</a>	Overloaded.
	<a href="#">BringIntoView</a>	Overloaded.
	CaptureMouse	(Inherited from UIElement.)
	CaptureStylus	(Inherited from UIElement.)
	CheckAccess	(Inherited from DispatcherObject.)
	<a href="#">ClearValue</a>	Overloaded.
	CoerceValue	(Inherited from DependencyObject.)
	EndInit	(Inherited from FrameworkElement.)

	Equals	(Inherited from DependencyObject.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	FindCommonVisualAncestor	(Inherited from Visual.)
	FindName	(Inherited from FrameworkElement.)
	FindResource	(Inherited from FrameworkElement.)
	Focus	(Inherited from UIElement.)
	GetAnimationBaseValue	(Inherited from UIElement.)
	GetBindingExpression	(Inherited from FrameworkElement.)
	GetHashCode	(Inherited from DependencyObject.)
	GetLayoutClip	(Inherited from FrameworkElement.)
	GetLocalValueEnumerator	(Inherited from DependencyObject.)
	GetTemplateChild	(Inherited from FrameworkElement.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	GetUIParentCore	(Inherited from FrameworkElement.)
	GetValue	(Inherited from DependencyObject.)
	GetVisualChild	(Inherited from FrameworkElement.)
	<a href="#">HitTestCore</a>	Overloaded.
	<a href="#">InitializeComponent</a>	InitializeComponent

	InputHitTest	(Inherited from UIElement.)
	InvalidateArrange	(Inherited from UIElement.)
	InvalidateMeasure	(Inherited from UIElement.)
	InvalidateProperty	(Inherited from DependencyObject.)
	InvalidateVisual	(Inherited from UIElement.)
	IsAncestorOf	(Inherited from Visual.)
	IsDescendantOf	(Inherited from Visual.)
	Measure	(Inherited from UIElement.)
	MeasureCore	(Inherited from FrameworkElement.)
	MeasureOverride	(Inherited from Control.) Creates a shallow copy of the current Object.
	MemberwiseClone	(Inherited from Object.)
	MoveFocus	(Inherited from FrameworkElement.)
	OnAccessKey	(Inherited from UIElement.)
	OnApplyTemplate	(Inherited from FrameworkElement.)
	OnChildDesiredSizeChanged	(Inherited from UIElement.)
	OnContentChanged	(Inherited from ContentControl.)
	OnContentTemplateChanged	(Inherited from ContentControl.)
	OnContentTemplateSelectorChanged	(Inherited from ContentControl.)
	OnContextMenuClosing	(Inherited from FrameworkElement.)
	OnContextMenuOpening	(Inherited from FrameworkElement.)
	OnCreateAutomationPeer	(Inherited from UserControl.)
	OnDragEnter	(Inherited from UIElement.)
	OnDragLeave	(Inherited from UIElement.)
	OnDragOver	(Inherited from UIElement.)
	OnDrop	(Inherited from UIElement.)

	OnGiveFeedback	(Inherited from UIElement.)
	OnGotFocus	(Inherited from FrameworkElement.)
	OnGotKeyboardFocus	(Inherited from UIElement.)
	OnGotMouseCapture	(Inherited from UIElement.)
	OnGotStylusCapture	(Inherited from UIElement.)
	OnInitialized	(Inherited from FrameworkElement.)
	OnIsKeyboardFocusedChanged	(Inherited from UIElement.)
	OnIsKeyboardFocusWithinChanged	(Inherited from UIElement.)
	OnIsMouseCapturedChanged	(Inherited from UIElement.)
	OnIsMouseCaptureWithinChanged	(Inherited from UIElement.)
	OnIsMouseDirectlyOverChanged	(Inherited from UIElement.)
	OnIsStylusCapturedChanged	(Inherited from UIElement.)
	OnIsStylusCaptureWithinChanged	(Inherited from UIElement.)
	OnIsStylusDirectlyOverChanged	(Inherited from UIElement.)
	OnKeyDown	(Inherited from UIElement.)
	OnKeyUp	(Inherited from UIElement.)
	OnLostFocus	(Inherited from UIElement.)
	OnLostKeyboardFocus	(Inherited from UIElement.)
	OnLostMouseCapture	(Inherited from UIElement.)
	OnLostStylusCapture	(Inherited from UIElement.)
	OnMouseDoubleClick	(Inherited from Control.)
	OnMouseDown	(Inherited from UIElement.)
	OnMouseEnter	(Inherited from UIElement.)
	OnMouseLeave	(Inherited from UIElement.)
	OnMouseLeftButtonDown	(Inherited from UIElement.)
	OnMouseLeftButtonUp	(Inherited from UIElement.)
	OnMouseMove	(Inherited from UIElement.)
	OnMouseRightButtonDown	(Inherited from UIElement.)
	OnMouseRightButtonUp	(Inherited from UIElement.)
	OnMouseUp	(Inherited from UIElement.)
	OnMouseWheel	(Inherited from UIElement.)

	OnPreviewDragEnter	(Inherited from UIElement.)
	OnPreviewDragLeave	(Inherited from UIElement.)
	OnPreviewDragOver	(Inherited from UIElement.)
	OnPreviewDrop	(Inherited from UIElement.)
	OnPreviewGiveFeedback	(Inherited from UIElement.)
	OnPreviewGotKeyboardFocus	(Inherited from UIElement.)
	OnPreviewKeyDown	(Inherited from UIElement.)
	OnPreviewKeyUp	(Inherited from UIElement.)
	OnPreviewLostKeyboardFocus	(Inherited from UIElement.)
	OnPreviewMouseDoubleClick	(Inherited from Control.)
	OnPreviewMouseDown	(Inherited from UIElement.)
	OnPreviewMouseLeftButtonDown	(Inherited from UIElement.)
	OnPreviewMouseLeftButtonUp	(Inherited from UIElement.)
	OnPreviewMouseMove	(Inherited from UIElement.)
	OnPreviewMouseRightButtonDown	(Inherited from UIElement.)
	OnPreviewMouseRightButtonUp	(Inherited from UIElement.)
	OnPreviewMouseUp	(Inherited from UIElement.)
	OnPreviewMouseWheel	(Inherited from UIElement.)
	OnPreviewQueryContinueDrag	(Inherited from UIElement.)
	OnPreviewStylusButtonDown	(Inherited from UIElement.)
	OnPreviewStylusButtonUp	(Inherited from UIElement.)
	OnPreviewStylusDown	(Inherited from UIElement.)
	OnPreviewStylusInAirMove	(Inherited from UIElement.)
	OnPreviewStylusInRange	(Inherited from UIElement.)
	OnPreviewStylusMove	(Inherited from UIElement.)
	OnPreviewStylusOutOfRange	(Inherited from UIElement.)
	OnPreviewStylusSystemGesture	(Inherited from UIElement.)
	OnPreviewStylusUp	(Inherited from UIElement.)
	OnPreviewTextInput	(Inherited from UIElement.)
	OnPropertyChanged	(Inherited from FrameworkElement.)
	OnQueryContinueDrag	(Inherited from UIElement.)
	OnQueryCursor	(Inherited from UIElement.)

	OnRender	(Inherited from UIElement.)
	OnRenderSizeChanged	(Inherited from FrameworkElement.)
	OnStyleChanged	(Inherited from FrameworkElement.)
	OnStylusButtonDown	(Inherited from UIElement.)
	OnStylusButtonUp	(Inherited from UIElement.)
	OnStylusDown	(Inherited from UIElement.)
	OnStylusEnter	(Inherited from UIElement.)
	OnStylusInAirMove	(Inherited from UIElement.)
	OnStylusInRange	(Inherited from UIElement.)
	OnStylusLeave	(Inherited from UIElement.)
	OnStylusMove	(Inherited from UIElement.)
	OnStylusOutOfRange	(Inherited from UIElement.)
	OnStylusSystemGesture	(Inherited from UIElement.)
	OnStylusUp	(Inherited from UIElement.)
	OnTemplateChanged	(Inherited from Control.)
	OnTextInput	(Inherited from UIElement.)
	OnToolTipClosing	(Inherited from FrameworkElement.)
	OnToolTipOpening	(Inherited from FrameworkElement.)
	OnVisualChildrenChanged	(Inherited from Visual.)
	OnVisualParentChanged	(Inherited from FrameworkElement.)
	ParentLayoutInvalidated	(Inherited from FrameworkElement.)
	PointFromScreen	(Inherited from Visual.)
	PointToScreen	(Inherited from Visual.)
	PredictFocus	(Inherited from FrameworkElement.)
	RaiseEvent	(Inherited from UIElement.)
	ReadLocalValue	(Inherited from DependencyObject.)

RegisterName	(Inherited from FrameworkElement.)
ReleaseMouseCapture	(Inherited from UIElement.)
ReleaseStylusCapture	(Inherited from UIElement.)
RemoveHandler	(Inherited from UIElement.)
RemoveLogicalChild	(Inherited from FrameworkElement.)
RemoveVisualChild	(Inherited from Visual.)
<a href="#">SetBinding</a>	Overloaded.
SetResourceReference	(Inherited from FrameworkElement.)
<a href="#">SetValue</a>	Overloaded.
ShouldSerializeCommandBindings	(Inherited from UIElement.)
ShouldSerializeContent	(Inherited from ContentControl.)
ShouldSerializeInputBindings	(Inherited from UIElement.)
ShouldSerializeProperty	(Inherited from DependencyObject.)
ShouldSerializeResources	(Inherited from FrameworkElement.)
ShouldSerializeStyle	(Inherited from FrameworkElement.)
ShouldSerializeTriggers	(Inherited from FrameworkElement.)
ToString	(Inherited from Control.)
<a href="#">TransformToAncestor</a>	Overloaded.
TransformToDescendant	(Inherited from Visual.)
TransformToVisual	(Inherited from Visual.)
TranslatePoint	(Inherited from UIElement.)
TryFindResource	(Inherited from FrameworkElement.)
UnregisterName	(Inherited from FrameworkElement.)
UpdateLayout	(Inherited from UIElement.)
VerifyAccess	(Inherited from

DispatcherObject.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IAddChild...::AddChild	(Inherited from ContentControl.)
	IAddChild...::AddText	(Inherited from ContentControl.)
	<a href="#"><u>IComponentConnector...::Connect</u></a>	

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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[C#](#) [Visual Basic](#)

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CommandLinkWPF...:IComponentConnector...:Connect Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**M:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.System#Windows#Markup#IC**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# Syntax

## C#

```
[EditorBrowsableAttribute(EditorBrowsableState.Never)]  
void IComponentConnector.Connect(  
    int connectionId,  
    Object target  
)
```

## Visual Basic (Declaration)

```
<EditorBrowsableAttribute(EditorBrowsableState.Never)> _  
Private Sub Connect ( _  
    connectionId As Integer, _  
    target As Object _  
) Implements IComponentConnector.Connect
```

## Visual C++

```
[EditorBrowsableAttribute(EditorBrowsableState::Never)]  
private:  
virtual void Connect(  
    int connectionId,  
    Object^ target  
) sealed = IComponentConnector::Connect
```

## Parameters

connectionId

Type: System...:Int32

**[Missing <param name="connectionId"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.System#Windows#Marl**

target

Type: System...:Object

**[Missing <param name="target"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.System#Windows#Marl**

## **Implements**

`IComponentConnector...::Connect(Int32, Object)`

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:AddHandler Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	AddHandler(RoutedEvent, Delegate)	(Inherited from UIElement.)
	AddHandler(RoutedEvent, Delegate, Boolean)	(Inherited from UIElement.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:ApplyAnimationClock Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	ApplyAnimationClock(DependencyProperty, AnimationClock)	(Inherited from UIElement.)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)	(Inherited from UIElement.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:BeginAnimation Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	BeginAnimation(DependencyProperty, AnimationTimeline)	(Inherited from UIElement.)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)	(Inherited from UIElement.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF....BeginStoryboard Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	BeginInitStoryboard(Storyboard)	(Inherited from FrameworkElement.)
	BeginInitStoryboard(Storyboard, HandoffBehavior)	(Inherited from FrameworkElement.)
	BeginInitStoryboard(Storyboard, HandoffBehavior, Boolean)	(Inherited from FrameworkElement.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF....BringIntoView Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	BringIntoView()	(Inherited from FrameworkElement.)
◆	BringIntoView(Rect)	(Inherited from FrameworkElement.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF....ClearValue Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	ClearValue(DependencyProperty)	(Inherited from DependencyObject.)
◆	ClearValue(DependencyPropertyKey)	(Inherited from DependencyObject.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF....HitTestCore Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	HitTestCore(PointHitTestParameters)	(Inherited from UIElement.)
	HitTestCore(GeometryHitTestParameters)	(Inherited from UIElement.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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[C#](#) [Visual Basic](#)

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CommandLinkWPF...:InitializeComponent Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

InitializeComponent

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public void InitializeComponent()
```

## Visual Basic (Declaration)

```
Public Sub InitializeComponent
```

## Visual C++

```
public:  
virtual void InitializeComponent() sealed
```

## Implements

```
IComponentConnector...::InitializeComponent()
```

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF....SetBinding Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetBinding(DependencyProperty, BindingBase)	(Inherited from FrameworkElement.)
	SetBinding(DependencyProperty, String)	(Inherited from FrameworkElement.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF....SetValue Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetValue(DependencyProperty, Object)	(Inherited from DependencyObject.)
	SetValue(DependencyPropertyKey, Object)	(Inherited from DependencyObject.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF....:TransformToAncestor Method

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	TransformToAncestor(Visual)	(Inherited from Visual.)
◆	TransformToAncestor(Visual3D)	(Inherited from Visual.)

## See Also

[CommandLinkWPF Class](#)

[CommandLinkWPF Members](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF Properties

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommandLinkWPF](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	ActualHeight	(Inherited from FrameworkElement.)
	ActualWidth	(Inherited from FrameworkElement.)
	AllowDrop	(Inherited from UIElement.)
	Background	(Inherited from Control.)
	BitmapEffect	(Inherited from UIElement.)
	BitmapEffectInput	(Inherited from UIElement.)
	BorderBrush	(Inherited from Control.)
	BorderThickness	(Inherited from Control.)
	Clip	(Inherited from UIElement.)
	ClipToBounds	(Inherited from UIElement.)
	<a href="#">Command</a>	
	CommandBindings	(Inherited from UIElement.)
	Content	(Inherited from ContentControl.)
	ContentTemplate	(Inherited from ContentControl.)
	ContentTemplateSelector	(Inherited from ContentControl.)
	ContextMenu	(Inherited from FrameworkElement.)
	Cursor	(Inherited from FrameworkElement.)
	DataContext	(Inherited from FrameworkElement.)
	DefaultStyleKey	(Inherited from FrameworkElement.)
	DependencyObjectType	(Inherited from DependencyObject.)
	DesiredSize	(Inherited from UIElement.)
	Dispatcher	(Inherited from DispatcherObject.)
	FlowDirection	(Inherited from FrameworkElement.)
	Focusable	(Inherited from UIElement.)
	FocusVisualStyle	(Inherited from FrameworkElement.)
	FontFamily	(Inherited from Control.)
	FontSize	(Inherited from Control.)
	FontStretch	(Inherited from Control.)

	FontStyle	(Inherited from Control.)
	FontWeight	(Inherited from Control.)
	ForceCursor	(Inherited from FrameworkElement.)
	Foreground	(Inherited from Control.)
	HandlesScrolling	(Inherited from Control.)
	HasAnimatedProperties	(Inherited from UIElement.)
	HasContent	(Inherited from ContentControl.)
	Height	(Inherited from FrameworkElement.)
	HorizontalAlignment	(Inherited from FrameworkElement.)
	HorizontalContentAlignment	(Inherited from Control.)
	<a href="#">Icon</a>	
	InheritanceBehavior	(Inherited from FrameworkElement.)
	InputBindings	(Inherited from UIElement.)
	InputScope	(Inherited from FrameworkElement.)
	IsArrangeValid	(Inherited from UIElement.)
	<a href="#">IsCheck</a>	
	IsEnabled	(Inherited from UIElement.)
	IsEnabledCore	(Inherited from UIElement.)
	IsFocused	(Inherited from UIElement.)
	IsHitTestVisible	(Inherited from UIElement.)
	IsInitialized	(Inherited from FrameworkElement.)
	IsInputMethodEnabled	(Inherited from UIElement.)
	IsKeyboardFocused	(Inherited from UIElement.)
	IsKeyboardFocusWithin	(Inherited from UIElement.)
	IsLoaded	(Inherited from FrameworkElement.)
	IsMeasureValid	(Inherited from UIElement.)
	IsMouseCaptured	(Inherited from UIElement.)
	IsMouseCaptureWithin	(Inherited from UIElement.)
	IsMouseDirectlyOver	(Inherited from UIElement.)
	IsMouseOver	(Inherited from UIElement.)
	IsSealed	(Inherited from DependencyObject.)
	IsStylusCaptured	(Inherited from UIElement.)
	IsStylusCaptureWithin	(Inherited from UIElement.)

	IsStylusDirectlyOver	(Inherited from UIElement.)
	IsStylusOver	(Inherited from UIElement.)
	IsTabStop	(Inherited from Control.)
	IsVisible	(Inherited from UIElement.)
	Language	(Inherited from FrameworkElement.)
	LayoutTransform	(Inherited from FrameworkElement.)
	<a href="#">Link</a>	
	LogicalChildren	(Inherited from ContentControl.)
	Margin	(Inherited from FrameworkElement.)
	MaxHeight	(Inherited from FrameworkElement.)
	MaxWidth	(Inherited from FrameworkElement.)
	MinHeight	(Inherited from FrameworkElement.)
	MinWidth	(Inherited from FrameworkElement.)
	Name	(Inherited from FrameworkElement.)
	<a href="#">Note</a>	
	Opacity	(Inherited from UIElement.)
	OpacityMask	(Inherited from UIElement.)
	OverridesDefaultStyle	(Inherited from FrameworkElement.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from FrameworkElement.)
	PersistId	<b>Obsolete.</b> (Inherited from UIElement.)
	RenderSize	(Inherited from UIElement.)
	RenderTransform	(Inherited from UIElement.)
	RenderTransformOrigin	(Inherited from UIElement.)
	Resources	(Inherited from FrameworkElement.)
	SnapsToDevicePixels	(Inherited from UIElement.)
	Style	(Inherited from FrameworkElement.)
	StylusPlugIns	(Inherited from UIElement.)
	TabIndex	(Inherited from Control.)
	Tag	(Inherited from FrameworkElement.)
	Template	(Inherited from Control.)
	TemplatedParent	(Inherited from FrameworkElement.)
	ToolTip	(Inherited from FrameworkElement.)

	Triggers	(Inherited from FrameworkElement.)
	VerticalAlignment	(Inherited from FrameworkElement.)
	VerticalContentAlignment	(Inherited from Control.)
	Visibility	(Inherited from UIElement.)
	VisualBitmapEffect	(Inherited from Visual.)
	VisualBitmapEffectInput	(Inherited from Visual.)
	VisualBitmapScalingMode	(Inherited from Visual.)
	VisualChildrenCount	(Inherited from FrameworkElement.)
	VisualClip	(Inherited from Visual.)
	VisualEdgeMode	(Inherited from Visual.)
	VisualOffset	(Inherited from Visual.)
	VisualOpacity	(Inherited from Visual.)
	VisualOpacityMask	(Inherited from Visual.)
	VisualParent	(Inherited from Visual.)
	VisualTransform	(Inherited from Visual.)
	VisualXSnappingGuidelines	(Inherited from Visual.)
	VisualYSnappingGuidelines	(Inherited from Visual.)
	Width	(Inherited from FrameworkElement.)

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:Command Property

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**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.Command]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# **Syntax**

## **C#**

```
public RoutedUICommand Command { get; set; }
```

## **Visual Basic (Declaration)**

```
Public Property Command As RoutedUICommand
```

## **Visual C++**

```
public:  
property RoutedUICommand^ Command {  
    RoutedUICommand^ get ();  
    void set (RoutedUICommand^ value);  
}
```

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:Icon Property

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.Icon]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public ImageSource Icon { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Icon As ImageSource
```

## Visual C++

```
public:  
property ImageSource^ Icon {  
    ImageSource^ get ();  
    void set (ImageSource^ value);  
}
```

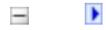
## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:IsCheck Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.IsCheck]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public Nullable<bool> IsCheck { get; set; }
```

## Visual Basic (Declaration)

```
Public Property IsCheck As Nullable(Of Boolean)
```

## Visual C++

```
public:  
property Nullable<bool> IsCheck {  
    Nullable<bool> get ();  
    void set (Nullable<bool> value);  
}
```

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:Link Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.Link]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public string Link { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Link As String
```

## Visual C++

```
public:  
property String^ Link {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:Note Property

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**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.Note]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public string Note { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Note As String
```

## Visual C++

```
public:  
property String^ Note {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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- Include Protected Members
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CommandLinkWPF Events

[CommandLinkWPF Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommandLinkWPF](#) type exposes the following members.

# Events

	Name	Description
	<a href="#">Click</a>	
	ContextMenuClosing	(Inherited from FrameworkElement.)
	ContextMenuOpening	(Inherited from FrameworkElement.)
	DataContextChanged	(Inherited from FrameworkElement.)
	DragEnter	(Inherited from UIElement.)
	DragLeave	(Inherited from UIElement.)
	DragOver	(Inherited from UIElement.)
	Drop	(Inherited from UIElement.)
	FocusableChanged	(Inherited from UIElement.)
	GiveFeedback	(Inherited from UIElement.)
	GotFocus	(Inherited from UIElement.)
	GotKeyboardFocus	(Inherited from UIElement.)
	GotMouseCapture	(Inherited from UIElement.)
	GotStylusCapture	(Inherited from UIElement.)
	Initialized	(Inherited from FrameworkElement.)
	IsEnabledChanged	(Inherited from UIElement.)
	IsHitTestVisibleChanged	(Inherited from UIElement.)
	IsKeyboardFocusedChanged	(Inherited from UIElement.)
	IsKeyboardFocusWithinChanged	(Inherited from UIElement.)
	IsMouseCapturedChanged	(Inherited from UIElement.)
	IsMouseCaptureWithinChanged	(Inherited from UIElement.)
	IsMouseDirectlyOverChanged	(Inherited from UIElement.)
	IsStylusCapturedChanged	(Inherited from UIElement.)
	IsStylusCaptureWithinChanged	(Inherited from UIElement.)
	IsStylusDirectlyOverChanged	(Inherited from UIElement.)
	IsVisibleChanged	(Inherited from UIElement.)
	KeyDown	(Inherited from UIElement.)
	KeyUp	(Inherited from UIElement.)

⚡	LayoutUpdated	(Inherited from UIElement.)
⚡	Loaded	(Inherited from FrameworkElement.)
⚡	LostFocus	(Inherited from UIElement.)
⚡	LostKeyboardFocus	(Inherited from UIElement.)
⚡	LostMouseCapture	(Inherited from UIElement.)
⚡	LostStylusCapture	(Inherited from UIElement.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from UIElement.)
⚡	MouseEnter	(Inherited from UIElement.)
⚡	MouseLeave	(Inherited from UIElement.)
⚡	MouseLeftButtonDown	(Inherited from UIElement.)
⚡	MouseLeftButtonUp	(Inherited from UIElement.)
⚡	MouseMove	(Inherited from UIElement.)
⚡	MouseRightButtonDown	(Inherited from UIElement.)
⚡	MouseRightButtonUp	(Inherited from UIElement.)
⚡	MouseUp	(Inherited from UIElement.)
⚡	MouseWheel	(Inherited from UIElement.)
⚡	PreviewDragEnter	(Inherited from UIElement.)
⚡	PreviewDragLeave	(Inherited from UIElement.)
⚡	PreviewDragOver	(Inherited from UIElement.)
⚡	PreviewDrop	(Inherited from UIElement.)
⚡	PreviewGiveFeedback	(Inherited from UIElement.)
⚡	PreviewGotKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewKeyDown	(Inherited from UIElement.)
⚡	PreviewKeyUp	(Inherited from UIElement.)
⚡	PreviewLostKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewMouseDoubleClick	(Inherited from Control.)
⚡	PreviewMouseDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseMove	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonDown	(Inherited from UIElement.)

⚡	PreviewMouseRightButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseUp	(Inherited from UIElement.)
⚡	PreviewMouseWheel	(Inherited from UIElement.)
⚡	PreviewQueryContinueDrag	(Inherited from UIElement.)
⚡	PreviewStylusButtonDown	(Inherited from UIElement.)
⚡	PreviewStylusButtonUp	(Inherited from UIElement.)
⚡	PreviewStylusDown	(Inherited from UIElement.)
⚡	PreviewStylusInAirMove	(Inherited from UIElement.)
⚡	PreviewStylusInRange	(Inherited from UIElement.)
⚡	PreviewStylusMove	(Inherited from UIElement.)
⚡	PreviewStylusOutOfRange	(Inherited from UIElement.)
⚡	PreviewStylusSystemGesture	(Inherited from UIElement.)
⚡	PreviewStylusUp	(Inherited from UIElement.)
⚡	PreviewTextInput	(Inherited from UIElement.)
⚡	<a href="#">PropertyChanged</a>	
⚡	QueryContinueDrag	(Inherited from UIElement.)
⚡	QueryCursor	(Inherited from UIElement.)
⚡	RequestBringIntoView	(Inherited from FrameworkElement.)
⚡	SizeChanged	(Inherited from FrameworkElement.)
⚡	SourceUpdated	(Inherited from FrameworkElement.)
⚡	StylusButtonDown	(Inherited from UIElement.)
⚡	StylusButtonUp	(Inherited from UIElement.)
⚡	StylusDown	(Inherited from UIElement.)
⚡	StylusEnter	(Inherited from UIElement.)
⚡	StylusInAirMove	(Inherited from UIElement.)
⚡	StylusInRange	(Inherited from UIElement.)
⚡	StylusLeave	(Inherited from UIElement.)
⚡	StylusMove	(Inherited from UIElement.)
⚡	StylusOutOfRange	(Inherited from UIElement.)
⚡	StylusSystemGesture	(Inherited from UIElement.)
⚡	StylusUp	(Inherited from UIElement.)
⚡	TargetUpdated	(Inherited from FrameworkElement.)

	TextInput	(Inherited from UIElement.)
	ToolTipClosing	(Inherited from FrameworkElement.)
	ToolTipOpening	(Inherited from FrameworkElement.)
	Unloaded	(Inherited from FrameworkElement.)

## ▣ **See Also**

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:Click Event

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**[Missing <summary> documentation for**

**E:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.Click]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public event RoutedEventHandler Click
```

## Visual Basic (Declaration)

```
Public Event Click As RoutedEventHandler
```

## Visual C++

```
public:  
    event RoutedEventHandler^ Click {  
        void add (RoutedEventHandler^ value);  
        void remove (RoutedEventHandler^ value);  
    }
```

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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CommandLinkWPF...:PropertyChanged Event

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**[Missing <summary> documentation for**

**E:Microsoft.SDK.Samples.VistaBridge.Controls.CommandLinkWPF.PropertyChanged]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Controls](#)

**Assembly:** VistaBridgeControls (in VistaBridgeControls.dll) Version: 1.3.0.0  
(1.3.0.0)

# ▣ Syntax

## C#

```
public event PropertyChangedEventHandler PropertyChanged
```

## Visual Basic (Declaration)

```
Public Event PropertyChanged As PropertyChangedEventHandler
```

## Visual C++

```
public:  
virtual event PropertyChangedEventHandler^ PropertyChanged {  
    void add (PropertyChangedEventHandler^ value);  
    void remove (PropertyChangedEventHandler^ value);  
}
```

## Implements

```
INotifyPropertyChanged....PropertyChanged
```

## See Also

[CommandLinkWPF Class](#)

[Microsoft.SDK.Samples.VistaBridge.Controls Namespace](#)

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Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace

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**[Missing <summary> documentation for N:Microsoft.SDK.Samples.VistaBridge.Dialogs]**

# Classes

	<b>Class</b>	<b>Description</b>
	<a href="#">GlassForm</a>	Windows Glass Form Inherit from this form to be able to enable glass on Windows Form
	<a href="#">GlassWindow</a>	WPF Glass Window Inherit from this window class to enable glass on a WPF window

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GlassForm Class

[Members](#) [See Also](#) [Send Feedback](#)

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Windows Glass Form Inherit from this form to be able to enable glass on Windows Form

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public class GlassForm : Form
```

## Visual Basic (Declaration)

```
Public Class GlassForm _  
    Inherits Form
```

## Visual C++

```
public ref class GlassForm : public Form
```

# **Inheritance Hierarchy**

System...:Object

System...:MarshalByRefObject

System.ComponentModel...:Component

System.Windows.Forms...:Control

System.Windows.Forms...:ScrollableControl

System.Windows.Forms...:ContainerControl

System.Windows.Forms...:Form

Microsoft.SDK.Samples.VistaBridge.Dialogs...:GlassForm

## **See Also**

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm Members

[GlassForm Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#)  
[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [GlassForm](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">GlassForm</a>	Constructor for GlassForm

# Methods

	Name	Description
	<a href="#">AccessibilityNotifyClients</a>	Overloaded.
	Activate	Activates the form and gives it focus. (Inherited from Form.)
	ActivateMdiChild	Activates the MDI child of a form. (Inherited from Form.)
	AddOwnedForm	Adds an owned form to this form. (Inherited from Form.)
	AdjustFormScrollbars	(Inherited from Form.)
		<b>Obsolete.</b>
	ApplyAutoScaling	Resizes the form according to the current value of the AutoScaleBaseSize property and the size of the current font. (Inherited from Form.)
	<a href="#">BeginInvoke</a>	Overloaded.
	BringToFront	Brings the control to the front of the z-order. (Inherited from Control.)
		Centers the position of the form within the bounds of the parent form.
	CenterToParent	(Inherited from Form.)
		Centers the form on the current screen.
	CenterToScreen	(Inherited from Form.)
	Close	Closes the form. (Inherited from Form.)
		Retrieves a value indicating whether the specified control is a child of the control.
	Contains	

		(Inherited from Control.) Creates a new accessibility object for the control.
	CreateAccessibilityInstance	(Inherited from Control.) Forces the creation of the control, including the creation of the handle and any child controls.
	CreateControl	(Inherited from Control.)
	CreateControlsInstance	(Inherited from Form.) Creates the Graphics for the control.
	CreateGraphics	(Inherited from Control.) Creates the handle for the form. If a derived class overrides this function, it must call the base implementation.
	CreateHandle	(Inherited from Form.) Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object.
	CreateObjRef	(Inherited from MarshalByRefObject.)
	DefWndProc	(Inherited from Form.) Destroys the handle associated with the control.
	DestroyHandle	(Inherited from Control.)
	<a href="#">Dispose</a>	Overloaded.
	DoDragDrop	Begins a drag-and-drop operation. (Inherited from Control.)
	DrawToBitmap	Supports rendering to the specified bitmap. (Inherited from Control.)
	EndInvoke	Retrieves the return value of the asynchronous operation represented by the IAsyncResult passed.

		(Inherited from Control.)
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Releases unmanaged resources and performs other cleanup operations before the Component is reclaimed by garbage collection. (Inherited from Component.)
	FindForm	Retrieves the form that the control is on. (Inherited from Control.)
	Focus	Sets input focus to the control. (Inherited from Control.)
	GetAccessibilityObjectById	Retrieves the specified AccessibleObject. (Inherited from Control.)
	GetAutoSizeMode	Retrieves a value indicating how a control will behave when its AutoSize property is enabled. (Inherited from Control.)
	<a href="#">GetChildAtPoint</a>	Overloaded.
	GetContainerControl	Returns the next ContainerControl up the control's chain of parent controls. (Inherited from Control.)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetLifetimeService	Retrieves the current lifetime service object that controls the lifetime policy for this instance. (Inherited from MarshalByRefObject.)
		Retrieves the next control forward

=	GetNextControl	or back in the tab order of child controls. (Inherited from Control.)
=	GetPreferredSize	Retrieves the size of a rectangular area into which a control can be fitted. (Inherited from Control.)
=	GetScaledBounds	(Inherited from Form.)
=	GetScrollState	Determines whether the specified flag has been set. (Inherited from ScrollableControl.)
=	GetService	Returns an object that represents a service provided by the Component or by its Container. (Inherited from Component.)
=	GetStyle	Retrieves the value of the specified control style bit for the control. (Inherited from Control.)
=	GetTopLevel	Determines if the control is a top-level control. (Inherited from Control.)
=	GetType	Gets the Type of the current instance. (Inherited from Object.)
=	Hide	Conceals the control from the user. (Inherited from Control.)
=	InitializeLifetimeService	Obtains a lifetime service object to control the lifetime policy for this instance. (Inherited from MarshalByRefObject.)
=	InitLayout	Called after the control has been added to another container. (Inherited from Control.)
=	<a href="#">Invalidate</a>	Overloaded.
=	<a href="#">Invoke</a>	Overloaded.

	InvokeGotFocus	Raises the GotFocus event for the specified control. (Inherited from Control.)
	InvokeLostFocus	Raises the LostFocus event for the specified control. (Inherited from Control.)
	InvokeOnClick	Raises the Click event for the specified control. (Inherited from Control.)
	InvokePaint	Raises the Paint event for the specified control. (Inherited from Control.)
	InvokePaintBackground	Raises the PaintBackground event for the specified control. (Inherited from Control.)
	IsInputChar	Determines if a character is an input character that the control recognizes. (Inherited from Control.)
	IsInputKey	Determines whether the specified key is a regular input key or a special key that requires preprocessing. (Inherited from Control.)
	LayoutMdi	Arranges the multiple-document interface (MDI) child forms within the MDI parent form. (Inherited from Form.)
	<a href="#">MemberwiseClone</a>	Overloaded.
	NotifyInvalidate	Raises the Invalidated event with a specified region of the control to invalidate. (Inherited from Control.)
	OnActivated	Raises the Activated event. (Inherited from Form.)
	OnAutoSizeChanged	Raises the AutoSizeChanged event. (Inherited from Control.)

 	OnAutoValidateChanged	Raises the AutoValidateChanged event. (Inherited from ContainerControl.)
 	OnBackColorChanged	Raises the BackColorChanged event. (Inherited from Control.)
 	OnBackgroundImageChanged	Raises the BackgroundImageChanged event. (Inherited from Form.)
 	OnBackgroundImageLayoutChanged	Raises the BackgroundImageLayoutChanged event. (Inherited from Form.)
 	OnBindingContextChanged	Raises the BindingContextChanged event. (Inherited from Control.)
 	OnCausesValidationChanged	Raises the CausesValidationChanged event. (Inherited from Control.)
 	OnChangeUICues	Raises the ChangeUICues event. (Inherited from Control.)
 	OnClick	Raises the Click event. (Inherited from Control.)
 	OnClientSizeChanged	Raises the ClientSizeChanged event. (Inherited from Control.)
 	OnClosed	Raises the Closed event. (Inherited from Form.)
 	OnClosing	Raises the Closing event. (Inherited from Form.)
 	OnContextMenuChanged	Raises the ContextMenuChanged event. (Inherited from Control.)
 	OnContextMenuStripChanged	Raises the ContextMenuStripChanged event. (Inherited from Control.)

 	OnControlAdded	Raises the ControlAdded event. (Inherited from Control.)
 	OnControlRemoved	Raises the ControlRemoved event. (Inherited from Control.)
 	OnCreateControl	Raises the CreateControl event. (Inherited from Form.)
 	OnCursorChanged	Raises the CursorChanged event. (Inherited from Control.)
 	OnDeactivate	Raises the Deactivate event. (Inherited from Form.)
 	OnDockChanged	Raises the DockChanged event. (Inherited from Control.)
 	OnDoubleClick	Raises the DoubleClick event. (Inherited from Control.)
 	OnDragDrop	Raises the DragDrop event. (Inherited from Control.)
 	OnDragEnter	Raises the DragEnter event. (Inherited from Control.)
 	OnDragLeave	Raises the DragLeave event. (Inherited from Control.)
 	OnDragOver	Raises the DragOver event. (Inherited from Control.)
 	OnEnabledChanged	(Inherited from Form.)
 	OnEnter	Raises the Enter event. (Inherited from Form.)
 	OnFontChanged	(Inherited from Form.)
 	OnForeColorChanged	Raises the ForeColorChanged event. (Inherited from Control.)
 	OnFormClosed	Raises the FormClosed event. (Inherited from Form.)
 	OnFormClosing	Raises the FormClosing event. (Inherited from Form.)
 	OnGiveFeedback	Raises the GiveFeedback event. (Inherited from Control.)

 	OnGotFocus	Raises the GotFocus event. (Inherited from Control.)
 	OnHandleCreated	(Inherited from Form.)
 	OnHandleDestroyed	(Inherited from Form.)
 	OnHelpButtonClicked	Raises the HelpButtonClicked event. (Inherited from Form.)
 	OnHelpRequested	Raises the HelpRequested event. (Inherited from Control.)
 	OnImeModeChanged	Raises the ImeModeChanged event. (Inherited from Control.)
 	OnInputLanguageChanged	Raises the InputLanguageChanged event. (Inherited from Form.)
 	OnInputLanguageChanging	Raises the InputLanguageChanging event. (Inherited from Form.)
 	OnInvalidated	Raises the Invalidated event. (Inherited from Control.)
 	OnKeyDown	Raises the KeyDown event. (Inherited from Control.)
 	OnKeyPress	Raises the KeyPress event. (Inherited from Control.)
 	OnKeyUp	Raises the KeyUp event. (Inherited from Control.)
 	OnLayout	(Inherited from Form.)
 	OnLeave	Raises the Leave event. (Inherited from Control.)
 	OnLoad	Raises the Load event. (Inherited from Form.)
 	OnLocationChanged	Raises the LocationChanged event. (Inherited from Control.)
 	OnLostFocus	Raises the LostFocus event. (Inherited from Control.)
		Raises the MarginChanged event.

	OnMarginChanged	(Inherited from Control.)
	OnMaximizedBoundsChanged	Raises the MaximizedBoundsChanged event. (Inherited from Form.)
	OnMaximumSizeChanged	Raises the MaximumSizeChanged event. (Inherited from Form.)
	OnMdiChildActivate	Raises the MdiChildActivate event. (Inherited from Form.)
	OnMenuComplete	Raises the MenuComplete event. (Inherited from Form.)
	OnMenuStart	Raises the MenuStart event. (Inherited from Form.)
	OnMinimumSizeChanged	Raises the MinimumSizeChanged event. (Inherited from Form.)
	OnMouseCaptureChanged	Raises the MouseCaptureChanged event. (Inherited from Control.)
	OnMouseClicked	Raises the MouseClick event. (Inherited from Control.)
	OnMouseDoubleClick	Raises the MouseDoubleClick event. (Inherited from Control.)
	OnMouseDown	Raises the MouseDown event. (Inherited from Control.)
	OnMouseEnter	Raises the MouseEnter event. (Inherited from Control.)
	OnMouseHover	Raises the MouseHover event. (Inherited from Control.)
	OnMouseLeave	Raises the MouseLeave event. (Inherited from Control.)
	OnMouseMove	Raises the MouseMove event. (Inherited from Control.)
	OnMouseUp	Raises the MouseUp event.

		(Inherited from Control.)
	OnMouseWheel	Raises the MouseWheel event. (Inherited from ScrollableControl.)
	OnMove	Raises the Move event. (Inherited from Control.)
	OnNotifyMessage	Notifies the control of Windows messages. (Inherited from Control.)
	OnPaddingChanged	Raises the PaddingChanged event. (Inherited from ScrollableControl.)
	<a href="#">OnPaint</a>	Override OnPaint to paint the background as black. (Overrides Form...::OnPaint(PaintEventArgs).)
	OnPaintBackground	Paints the background of the control. (Inherited from ScrollableControl.)
	OnParentBackColorChanged	Raises the BackColorChanged event when the BackColor property value of the control's container changes. (Inherited from Control.)
	OnParentBackgroundImageChanged	Raises the BackgroundImageChanged event when the BackgroundImage property value of the control's container changes. (Inherited from Control.)
	OnParentBindingContextChanged	Raises the BindingContextChanged event when the BindingContext property value of the control's container changes. (Inherited from Control.)
	OnParentChanged	(Inherited from ContainerControl.)
	OnParentCursorChanged	Raises the CursorChanged event. (Inherited from Control.)

	OnParentEnabledChanged	Raises the EnabledChanged event when the Enabled property value of the control's container changes. (Inherited from Control.)
	OnParentFontChanged	Raises the FontChanged event when the Font property value of the control's container changes. (Inherited from Control.)
	OnParentForeColorChanged	Raises the ForeColorChanged event when the ForeColor property value of the control's container changes. (Inherited from Control.)
	OnParentRightToLeftChanged	Raises the RightToLeftChanged event when the RightToLeft property value of the control's container changes. (Inherited from Control.)
	OnParentVisibleChanged	Raises the VisibleChanged event when the Visible property value of the control's container changes. (Inherited from Control.)
	OnPreviewKeyDown	Raises the PreviewKeyDown event. (Inherited from Control.)
	OnPrint	Raises the Paint event. (Inherited from Control.)
	OnQueryContinueDrag	Raises the QueryContinueDrag event. (Inherited from Control.)
	OnRegionChanged	Raises the RegionChanged event. (Inherited from Control.)
	OnResize	(Inherited from Form.)
	OnResizeBegin	Raises the ResizeBegin event. (Inherited from Form.)
	OnResizeEnd	Raises the ResizeEnd event. (Inherited from Form.)

	OnRightToLeftChanged	(Inherited from ScrollableControl.)
	OnRightToLeftLayoutChanged	Raises the RightToLeftLayoutChanged event. (Inherited from Form.)
	OnScroll	Raises the Scroll event. (Inherited from ScrollableControl.)
	OnShown	Raises the Shown event. (Inherited from Form.)
	OnSizeChanged	Raises the SizeChanged event. (Inherited from Control.)
	OnStyleChanged	(Inherited from Form.)
	OnSystemColorsChanged	Raises the SystemColorsChanged event. (Inherited from Control.)
	OnTabIndexChanged	Raises the TabIndexChanged event. (Inherited from Control.)
	OnTabStopChanged	Raises the TabStopChanged event. (Inherited from Control.)
	OnTextChanged	(Inherited from Form.)
	OnValidated	Raises the Validated event. (Inherited from Control.)
	OnValidating	Raises the Validating event. (Inherited from Control.)
	OnVisibleChanged	Raises the VisibleChanged event. (Inherited from Form.)
	PerformAutoScale	Performs scaling of the container control and its children. (Inherited from ContainerControl.)
	<a href="#">PerformLayout</a>	Overloaded. Computes the location of the specified screen point into client coordinates.
	PointToClient	(Inherited from Control.) Computes the location of the specified client point into screen
	PointToScreen	

		coordinates. (Inherited from Control.)
	PreProcessControlMessage	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	PreProcessMessage	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	ProcessCmdKey	Processes a command key. (Inherited from Form.)
	ProcessDialogChar	(Inherited from Form.)
	ProcessDialogKey	Processes a dialog box key. (Inherited from Form.)
	ProcessKeyEventArgs	Processes a key message and generates the appropriate control events. (Inherited from Control.)
	ProcessKeyMessage	Processes a keyboard message. (Inherited from Control.)
	ProcessKeyPreview	(Inherited from Form.)
	ProcessMnemonic	(Inherited from Form.)
	ProcessTabKey	(Inherited from Form.)
	RaiseDragEvent	Raises the appropriate drag event. (Inherited from Control.)
	RaiseKeyEvent	Raises the appropriate key event. (Inherited from Control.)
	RaiseMouseEvent	Raises the appropriate mouse event. (Inherited from Control.)
	RaisePaintEvent	Raises the appropriate paint event. (Inherited from Control.)
	RecreateHandle	Forces the re-creation of the handle for the control. (Inherited from Control.)

=	RectangleToClient	Computes the size and location of the specified screen rectangle in client coordinates. (Inherited from Control.)
=	RectangleToScreen	Computes the size and location of the specified client rectangle in screen coordinates. (Inherited from Control.)
=	Refresh	Forces the control to invalidate its client area and immediately redraw itself and any child controls. (Inherited from Control.)
=	RemoveOwnedForm	Removes an owned form from this form. (Inherited from Form.)
=	ResetBackColor	Resets the BackColor property to its default value. (Inherited from Control.)
=	ResetBindings	Causes a control bound to the BindingSource to reread all the items in the list and refresh their displayed values. (Inherited from Control.)
=	ResetCursor	Resets the Cursor property to its default value. (Inherited from Control.)
=	ResetFont	Resets the Font property to its default value. (Inherited from Control.)
=	ResetForeColor	Resets the ForeColor property to its default value. (Inherited from Control.)
=	ResetImeMode	Resets the ImeMode property to its default value. (Inherited from Control.)
		Resets the control to handle the

	ResetMouseEventArgs	MouseLeave event. (Inherited from Control.)
	ResetRightToLeft	Resets the RightToLeft property to its default value. (Inherited from Control.)
	ResetText	Resets the Text property to its default value. (Inherited from Control.)
	<a href="#">ResumeLayout</a>	Overloaded.
	<a href="#">RtlTranslateAlignment</a>	Overloaded.
	RtlTranslateContent	Converts the specified ContentAlignment to the appropriate ContentAlignment to support right-to-left text. (Inherited from Control.)
	RtlTranslateHorizontal	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignment to support right-to-left text. (Inherited from Control.)
	RtlTranslateLeftRight	Converts the specified LeftRightAlignment to the appropriate LeftRightAlignment to support right-to-left text. (Inherited from Control.)
	<a href="#">Scale</a>	Overloaded.
	ScaleControl	(Inherited from Form.)
	ScaleCore	Performs scaling of the form. (Inherited from Form.)
	ScrollControlIntoView	Scrolls the specified child control into view on an auto-scroll enabled control. (Inherited from ScrollableControl.)
	ScrollToControl	Calculates the scroll offset to the specified child control. (Inherited from ScrollableControl.)

	<a href="#">Select</a>	Overloaded.
	SelectNextControl	Activates the next control. (Inherited from Control.)
	SendToBack	Sends the control to the back of the z-order. (Inherited from Control.)
	SetAutoScrollMargin	Sets the size of the auto-scroll margins. (Inherited from ScrollableControl.)
	SetAutoSizeMode	Sets a value indicating how a control will behave when its AutoSize property is enabled. (Inherited from Control.)
	<a href="#">SetBounds</a>	Overloaded.
	SetBoundsCore	(Inherited from Form.) Sets the client size of the form. This will adjust the bounds of the form to make the client size the requested size. (Inherited from Form.)
	SetClientSizeCore	Sets the bounds of the form in desktop coordinates. (Inherited from Form.)
	SetDesktopBounds	Sets the location of the form in desktop coordinates. (Inherited from Form.)
	SetDesktopLocation	Positions the display window to the specified value. (Inherited from ScrollableControl.)
	SetDisplayRectLocation	Sets the specified scroll state flag. (Inherited from ScrollableControl.)
	SetScrollState	Sets a specified ControlStyles flag to either true or false. (Inherited from Control.)
	SetStyle	Sets the control as the top-level control.
	SetTopLevel	

	setVisibleCore	(Inherited from Control.)
	<a href="#">Show</a>	(Inherited from Form.)
	<a href="#">ShowDialog</a>	Overloaded.
	SizeFromClientSize	Overloaded.
	SizeFromClientSize	Determines the size of the entire control from the height and width of its client area.
	SuspendLayout	(Inherited from Control.)
	ToString	Temporarily suspends the layout logic for the control.
	Update	(Inherited from Control.)
	<a href="#">UpdateBounds</a>	Gets a string representing the current instance of the form.
	UpdateDefaultButton	(Inherited from Form.)
	UpdateStyles	Causes the control to redraw the invalidated regions within its client area.
	UpdateZOrder	(Inherited from Control.)
	<a href="#">Validate</a>	Overloaded.
	<a href="#">ValidateChildren</a>	Overloaded.
	WndProc	(Inherited from Form.)

# Properties

	Name	Description
	AcceptButton	Gets or sets the button on the form that is clicked when the user presses the ENTER key. (Inherited from Form.)
	AccessibilityObject	Gets the AccessibleObject assigned to the control. (Inherited from Control.)
	AccessibleDefaultActionDescription	Gets or sets the default action description of the control for use by accessibility client applications. (Inherited from Control.)
	AccessibleDescription	Gets or sets the description of the control used by accessibility client applications. (Inherited from Control.)
	AccessibleName	Gets or sets the name of the control used by accessibility client applications. (Inherited from Control.)
	AccessibleRole	Gets or sets the accessible role of the control (Inherited from Control.)
	ActiveControl	Gets or sets the active control on the container control. (Inherited from ContainerControl.)
	ActiveMdiChild	Gets the currently active multiple-document interface (MDI) child window. (Inherited from Form.) Gets or sets a value indicating



AllowDrop

whether the control can accept data that the user drags onto it. (Inherited from Control.)



AllowTransparency

Gets or sets a value indicating whether the opacity of the form can be adjusted. (Inherited from Form.)



Anchor

Gets or sets the edges of the container to which a control is bound and determines how a control is resized with its parent. (Inherited from Control.)

**Obsolete.**



AutoScale

Gets or sets a value indicating whether the form adjusts its size to fit the height of the font used on the form and scales its controls. (Inherited from Form.)



AutoScaleBaseSize

Gets or sets the base size used for autoscaling of the form. (Inherited from Form.)



AutoScaleDimensions

Gets or sets the dimensions that the control was designed to. (Inherited from ContainerControl.)



AutoScaleFactor

Gets the scaling factor between the current and design-time automatic scaling dimensions. (Inherited from ContainerControl.)



AutoScaleMode

Gets or sets the automatic scaling mode of the control. (Inherited from ContainerControl.)



AutoScroll

Gets or sets a value indicating whether the form enables autoscrolling.

		(Inherited from Form.)
	AutoScrollMargin	Gets or sets the size of the auto-scroll margin. (Inherited from ScrollableControl.)
	AutoScrollMinSize	Gets or sets the minimum size of the auto-scroll. (Inherited from ScrollableControl.)
	AutoScrollOffset	Gets or sets where this control is scrolled to in ScrollControlIntoView(Control). (Inherited from Control.)
	AutoScrollPosition	Gets or sets the location of the auto-scroll position. (Inherited from ScrollableControl.)
	AutoSize	Resize the form according to the setting of AutoSizeMode. (Inherited from Form.)
	AutoSizeMode	Gets or sets the mode by which the form automatically resizes itself. (Inherited from Form.)
	AutoValidate	(Inherited from Form.)
	BackColor	(Inherited from Form.)
	BackgroundImage	Gets or sets the background image displayed in the control. (Inherited from Control.)
	BackgroundImageLayout	Gets or sets the background image layout as defined in the ImageLayout enumeration. (Inherited from Control.)
	BindingContext	(Inherited from ContainerControl.)
		Gets the distance, in pixels, between the bottom edge of the

	Bottom	control and the top edge of its container's client area. (Inherited from Control.)
	Bounds	Gets or sets the size and location of the control including its nonclient elements, in pixels, relative to the parent control. (Inherited from Control.)
	CancelButton	Gets or sets the button control that is clicked when the user presses the ESC key. (Inherited from Form.)
	CanEnableIme	Gets a value indicating whether the ImeMode property can be set to an active value, to enable IME support. (Inherited from ContainerControl.)
	CanFocus	Gets a value indicating whether the control can receive focus. (Inherited from Control.)
	CanRaiseEvents	Determines if events can be raised on the control. (Inherited from Control.)
	CanSelect	Gets a value indicating whether the control can be selected. (Inherited from Control.)
	Capture	Gets or sets a value indicating whether the control has captured the mouse. (Inherited from Control.)
	CausesValidation	Gets or sets a value indicating whether the control causes validation to be performed on any controls that require validation when it receives focus. (Inherited from Control.)

	ClientRectangle	Gets the rectangle that represents the client area of the control. (Inherited from Control.)
	ClientSize	Gets or sets the size of the client area of the form. (Inherited from Form.)
	CompanyName	Gets the name of the company or creator of the application containing the control. (Inherited from Control.)
	Container	Gets the IContainer that contains the Component. (Inherited from Component.)
	ContainsFocus	Gets a value indicating whether the control, or one of its child controls, currently has the input focus. (Inherited from Control.)
	ContextMenu	Gets or sets the shortcut menu associated with the control. (Inherited from Control.)
	ContextMenuStrip	Gets or sets the ContextMenuStrip associated with this control. (Inherited from Control.)
	ControlBox	Gets or sets a value indicating whether a control box is displayed in the caption bar of the form. (Inherited from Form.)
	Controls	Gets the collection of controls contained within the control. (Inherited from Control.)
	Created	Gets a value indicating whether the control has been created. (Inherited from Control.)
	CreateParams	(Inherited from Form.)
		Gets the current run-time

	CurrentAutoScaleDimensions	dimensions of the screen. (Inherited from ContainerControl.)
	Cursor	Gets or sets the cursor that is displayed when the mouse pointer is over the control. (Inherited from Control.)
	DataBindings	Gets the data bindings for the control. (Inherited from Control.)
	DefaultCursor	Gets or sets the default cursor for the control. (Inherited from Control.)
	DefaultImeMode	Gets the default Input Method Editor (IME) mode supported by the control. (Inherited from Form.)
	DefaultMargin	Gets the space, in pixels, that is specified by default between controls. (Inherited from Control.)
	DefaultMaximumSize	Gets the length and height, in pixels, that is specified as the default maximum size of a control. (Inherited from Control.)
	DefaultMinimumSize	Gets the length and height, in pixels, that is specified as the default minimum size of a control. (Inherited from Control.)
	DefaultPadding	Gets the internal spacing, in pixels, of the contents of a control. (Inherited from Control.)
	DefaultSize	(Inherited from Form.)
	DesignMode	Gets a value that indicates whether the Component is currently in design mode.

	DesktopBounds	(Inherited from Component.) Gets or sets the size and location of the form on the Windows desktop. (Inherited from Form.)
	DesktopLocation	Gets or sets the location of the form on the Windows desktop. (Inherited from Form.)
	DialogResult	Gets or sets the dialog result for the form. (Inherited from Form.)
	DisplayRectangle	Gets the rectangle that represents the virtual display area of the control. (Inherited from ScrollableControl.)
	Disposing	Gets a value indicating whether the base Control class is in the process of disposing. (Inherited from Control.)
	Dock	Gets or sets which control borders are docked to its parent control and determines how a control is resized with its parent. (Inherited from Control.)
	DockPadding	Gets the dock padding settings for all edges of the control. (Inherited from ScrollableControl.)
	DoubleBuffered	Gets or sets a value indicating whether this control should redraw its surface using a secondary buffer to reduce or prevent flicker. (Inherited from Control.)
		Gets or sets a value indicating

	Enabled	whether the control can respond to user interaction. (Inherited from Control.)
	Events	Gets the list of event handlers that are attached to this Component. (Inherited from Component.)
	Focused	Gets a value indicating whether the control has input focus. (Inherited from Control.)
	Font	Gets or sets the font of the text displayed by the control. (Inherited from Control.)
	FontHeight	Gets or sets the height of the font of the control. (Inherited from Control.)
	ForeColor	Gets or sets the foreground color of the control. (Inherited from Control.)
	FormBorderStyle	Gets or sets the border style of the form. (Inherited from Form.)
	<a href="#">FormThickness</a>	FrameThickness Extends the Frame(Non Client Area) of the Window into client area
	Handle	Gets the window handle that the control is bound to. (Inherited from Control.)
	HasChildren	Gets a value indicating whether the control contains one or more child controls. (Inherited from Control.)
	Height	Gets or sets the height of the control. (Inherited from Control.)
		Gets or sets a value indicating whether a Help button should be displayed in the caption box of the

	HelpButton	form. (Inherited from Form.)
	HorizontalScroll	Gets the characteristics associated with the horizontal scroll bar. (Inherited from ScrollableControl.)
	HScroll	Gets or sets a value indicating whether the horizontal scroll bar is visible. (Inherited from ScrollableControl.)
	Icon	Gets or sets the icon for the form. (Inherited from Form.)
	ImeMode	Gets or sets the Input Method Editor (IME) mode of the control. (Inherited from Control.)
	InvokeRequired	Gets a value indicating whether the caller must call an invoke method when making method calls to the control because the caller is on a different thread than the one the control was created on. (Inherited from Control.)
	IsAccessible	Gets or sets a value indicating whether the control is visible to accessibility applications. (Inherited from Control.)
	IsDisposed	Gets a value indicating whether the control has been disposed of. (Inherited from Control.)
	<a href="#">IsGlassEnabled</a>	Enables glass of the entire client area  Gets a value indicating whether the control has a handle associated

	IsHandleCreated	with it. (Inherited from Control.)
	IsMdiChild	Gets a value indicating whether the form is a multiple-document interface (MDI) child form. (Inherited from Form.)
	IsMdiContainer	Gets or sets a value indicating whether the form is a container for multiple-document interface (MDI) child forms. (Inherited from Form.)
	IsMirrored	Gets a value indicating whether the control is mirrored. (Inherited from Control.)
	IsRestrictedWindow	Gets a value indicating whether the form can use all windows and user input events without restriction. (Inherited from Form.)
	KeyPreview	Gets or sets a value indicating whether the form will receive key events before the event is passed to the control that has focus. (Inherited from Form.)
	LayoutEngine	Gets a cached instance of the control's layout engine. (Inherited from Control.)
	Left	Gets or sets the distance, in pixels, between the left edge of the control and the left edge of its container's client area. (Inherited from Control.)
	Location	(Inherited from Form.)
	MainMenuStrip	Gets or sets the primary menu container for the form. (Inherited from Form.)

	Margin	(Inherited from Form.) Gets or sets a value indicating whether the Maximize button is displayed in the caption bar of the form.
	MaximizeBox	(Inherited from Form.) Gets and sets the size of the form when it is maximized.
	MaximizedBounds	(Inherited from Form.) Gets the maximum size the form can be resized to.
	MaximumSize	(Inherited from Form.) Gets an array of forms that represent the multiple-document interface (MDI) child forms that are parented to this form.
	MdiChildren	(Inherited from Form.) Gets or sets the current multiple-document interface (MDI) parent form of this form.
	MdiParent	(Inherited from Form.) Gets or sets the MainMenu that is displayed in the form.
	Menu	(Inherited from Form.) Gets the merged menu for the form.
	MergedMenu	(Inherited from Form.) Gets or sets a value indicating whether the Minimize button is displayed in the caption bar of the form.
	MinimizeBox	(Inherited from Form.) Gets or sets the minimum size the form can be resized to.
	MinimumSize	(Inherited from Form.) Gets a value indicating whether

	Modal	this form is displayed modally. (Inherited from Form.)
	Name	Gets or sets the name of the control. (Inherited from Control.)
	Opacity	Gets or sets the opacity level of the form. (Inherited from Form.)
	OwnedForms	Gets an array of Form objects that represent all forms that are owned by this form. (Inherited from Form.)
	Owner	Gets or sets the form that owns this form. (Inherited from Form.)
	Padding	Gets or sets padding within the control. (Inherited from Control.)
	Parent	Gets or sets the parent container of the control. (Inherited from Control.)
	ParentForm	Gets the form that the container control is assigned to. (Inherited from ContainerControl.)
	PreferredSize	Gets the size of a rectangular area into which the control can fit. (Inherited from Control.)
	ProductName	Gets the product name of the assembly containing the control. (Inherited from Control.)
	ProductVersion	Gets the version of the assembly containing the control. (Inherited from Control.)
	RecreatingHandle	Gets a value indicating whether the control is currently re-creating

		its handle. (Inherited from Control.)
	Region	Gets or sets the window region associated with the control. (Inherited from Control.)
	RenderRightToLeft	<b>Obsolete.</b> This property is now obsolete. (Inherited from Control.)
	ResizeRedraw	Gets or sets a value indicating whether the control redraws itself when resized. (Inherited from Control.)
	RestoreBounds	Gets the location and size of the form in its normal window state. (Inherited from Form.)
	Right	Gets the distance, in pixels, between the right edge of the control and the left edge of its container's client area. (Inherited from Control.)
	RightToLeft	Gets or sets a value indicating whether control's elements are aligned to support locales using right-to-left fonts. (Inherited from Control.)
	RightToLeftLayout	Gets or sets a value indicating whether right-to-left mirror placement is turned on. (Inherited from Form.)
	ScaleChildren	Gets a value that determines the scaling of child controls. (Inherited from Control.)
	ShowFocusCues	Gets a value indicating whether the control should display focus rectangles. (Inherited from Control.)
		Gets or sets a value indicating

	ShowIcon	whether an icon is displayed in the caption bar of the form. (Inherited from Form.)
	ShowInTaskbar	Gets or sets a value indicating whether the form is displayed in the Windows taskbar. (Inherited from Form.) Gets a value indicating whether the user interface is in the appropriate state to show or hide keyboard accelerators. (Inherited from Control.)
	ShowKeyboardCues	Gets a value indicating whether the window will be activated when it is shown. (Inherited from Form.)
	ShowWithoutActivation	Gets or sets the site of the control. (Inherited from Control.)
	Size	Gets or sets the size of the form. (Inherited from Form.)
	SizeGripStyle	Gets or sets the style of the size grip to display in the lower-right corner of the form. (Inherited from Form.)
	StartPosition	Gets or sets the starting position of the form at run time. (Inherited from Form.)
	TabIndex	Gets or sets the tab order of the control within its container. (Inherited from Form.)
	TabStop	(Inherited from Form.)
	Tag	Gets or sets the object that contains data about the control. (Inherited from Control.)
	Text	(Inherited from Form.) Gets or sets the distance, in pixels,

	Top	between the top edge of the control and the top edge of its container's client area. (Inherited from Control.)
	TopLevel	Gets or sets a value indicating whether to display the form as a top-level window. (Inherited from Form.) Gets the parent control that is not parented by another Windows Forms control. Typically, this is the outermost Form that the control is contained in. (Inherited from Control.)
	TopLevelControl	Gets or sets a value indicating whether the form should be displayed as a topmost form. (Inherited from Form.)
	TopMost	Gets or sets the color that will represent transparent areas of the form. (Inherited from Form.)
	TransparencyKey	Gets or sets a value indicating whether to use the wait cursor for the current control and all child controls. (Inherited from Control.)
	UseWaitCursor	Gets the characteristics associated with the vertical scroll bar. (Inherited from ScrollableControl.)
	VerticalScroll	Gets or sets a value indicating whether the control and all its parent controls are displayed. (Inherited from Control.)
	Visible	Gets or sets a value indicating whether the vertical scroll bar is

	VScroll	visible. (Inherited from ScrollableControl.)
	Width	Gets or sets the width of the control. (Inherited from Control.)
	WindowState	Gets or sets the form's window state. (Inherited from Form.)
	WindowTarget	This property is not relevant for this class. (Inherited from Control.)

# Events

	<b>Name</b>	<b>Description</b>
⚡	Activated	Occurs when the form is activated in code or by the user. (Inherited from Form.)
⚡	AutoSizeChanged	(Inherited from Form.)
⚡	AutoValidateChanged	(Inherited from Form.)
⚡	BackColorChanged	Occurs when the value of the BackColor property changes. (Inherited from Control.)
⚡	BackgroundImageChanged	Occurs when the value of the BackgroundImage property changes. (Inherited from Control.)
⚡	BackgroundImageLayoutChanged	Occurs when the BackgroundImageLayout property changes. (Inherited from Control.)
⚡	BindingContextChanged	Occurs when the value of the BindingContext property changes. (Inherited from Control.)
⚡	CausesValidationChanged	Occurs when the value of the CausesValidation property changes. (Inherited from Control.)
⚡	ChangeUICues	Occurs when the focus or keyboard user interface (UI) cues change. (Inherited from Control.)
⚡	Click	Occurs when the control is clicked. (Inherited from Control.)
⚡	ClientSizeChanged	Occurs when the value of the ClientSize property changes. (Inherited from Control.)
⚡	Closed	Occurs when the form is closed. (Inherited from Form.)

⚡	Closing	Occurs when the form is closing. (Inherited from Form.)
⚡	ContextMenuChanged	Occurs when the value of the ContextMenu property changes. (Inherited from Control.)
⚡	ContextMenuStripChanged	Occurs when the value of the ContextMenuStrip property changes. (Inherited from Control.)
⚡	ControlAdded	Occurs when a new control is added to the Control...:ControlCollection. (Inherited from Control.)
⚡	ControlRemoved	Occurs when a control is removed from the Control...:ControlCollection. (Inherited from Control.)
⚡	CursorChanged	Occurs when the value of the Cursor property changes. (Inherited from Control.)
⚡	Deactivate	Occurs when the form loses focus and is no longer the active form. (Inherited from Form.)
⚡	Disposed	Occurs when the component is disposed by a call to the Dispose() ( ) method. (Inherited from Component.)
⚡	DockChanged	Occurs when the value of the Dock property changes. (Inherited from Control.)
⚡	DoubleClick	Occurs when the control is double-clicked. (Inherited from Control.)
⚡	DragDrop	Occurs when a drag-and-drop operation is completed. (Inherited from Control.)
⚡	DragEnter	Occurs when an object is dragged into the control's bounds.

		(Inherited from Control.)
⚡	DragLeave	Occurs when an object is dragged out of the control's bounds. (Inherited from Control.)
⚡	DragOver	Occurs when an object is dragged over the control's bounds. (Inherited from Control.)
⚡	EnabledChanged	Occurs when the Enabled property value has changed. (Inherited from Control.)
⚡	Enter	Occurs when the control is entered. (Inherited from Control.)
⚡	FontChanged	Occurs when the Font property value changes. (Inherited from Control.)
⚡	ForeColorChanged	Occurs when the ForeColor property value changes. (Inherited from Control.)
⚡	FormClosed	Occurs after the form is closed. (Inherited from Form.)
⚡	FormClosing	Occurs before the form is closed. (Inherited from Form.)
⚡	GiveFeedback	Occurs during a drag operation. (Inherited from Control.)
⚡	GotFocus	Occurs when the control receives focus. (Inherited from Control.)
⚡	HandleCreated	Occurs when a handle is created for the control. (Inherited from Control.)
⚡	HandleDestroyed	Occurs when the control's handle is in the process of being destroyed. (Inherited from Control.)
⚡	HelpButtonClicked	Occurs when the Help button is clicked. (Inherited from Form.)

⚡	HelpRequested	Occurs when the user requests help for a control. (Inherited from Control.)
⚡	ImeModeChanged	Occurs when the ImeMode property has changed. (Inherited from Control.)
⚡	InputLanguageChanged	Occurs after the input language of the form has changed. (Inherited from Form.)
⚡	InputLanguageChanging	Occurs when the user attempts to change the input language for the form. (Inherited from Form.)
⚡	Invalidated	Occurs when a control's display requires redrawing. (Inherited from Control.)
⚡	KeyDown	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
⚡	KeyPress	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
⚡	KeyUp	Occurs when a key is released while the control has focus. (Inherited from Control.)
⚡	Layout	Occurs when a control should reposition its child controls. (Inherited from Control.)
⚡	Leave	Occurs when the input focus leaves the control. (Inherited from Control.)
⚡	Load	Occurs before a form is displayed for the first time. (Inherited from Form.)
⚡	LocationChanged	Occurs when the Location property value has changed. (Inherited from Control.)

⚡	LostFocus	Occurs when the control loses focus. (Inherited from Control.)
⚡	MarginChanged	(Inherited from Form.)
⚡	MaximizedBoundsChanged	Occurs when the value of the MaximizedBounds property has changed. (Inherited from Form.)
⚡	MaximumSizeChanged	Occurs when the value of the MaximumSize property has changed. (Inherited from Form.)
⚡	MdiChildActivate	Occurs when a multiple-document interface (MDI) child form is activated or closed within an MDI application. (Inherited from Form.)
⚡	MenuComplete	Occurs when the menu of a form loses focus. (Inherited from Form.)
⚡	MenuStart	Occurs when the menu of a form receives focus. (Inherited from Form.)
⚡	MinimumSizeChanged	Occurs when the value of the MinimumSize property has changed. (Inherited from Form.)
⚡	MouseCaptureChanged	Occurs when the control loses or gains mouse capture. (Inherited from Control.)
⚡	MouseClicked	Occurs when the control is clicked by the mouse. (Inherited from Control.)
⚡	MouseDoubleClick	Occurs when the control is double clicked by the mouse. (Inherited from Control.)
		Occurs when the mouse pointer is over the control and a mouse button

⚡	MouseDown	is pressed. (Inherited from Control.)
⚡	MouseEnter	Occurs when the mouse pointer enters the control. (Inherited from Control.)
⚡	MouseHover	Occurs when the mouse pointer rests on the control. (Inherited from Control.)
⚡	MouseLeave	Occurs when the mouse pointer leaves the control. (Inherited from Control.)
⚡	MouseMove	Occurs when the mouse pointer is moved over the control. (Inherited from Control.)
⚡	MouseUp	Occurs when the mouse pointer is over the control and a mouse button is released. (Inherited from Control.)
⚡	MouseWheel	Occurs when the mouse wheel moves while the control has focus. (Inherited from Control.)
⚡	Move	Occurs when the control is moved. (Inherited from Control.)
⚡	PaddingChanged	Occurs when the control's padding changes. (Inherited from Control.)
⚡	Paint	Occurs when the control is redrawn. (Inherited from Control.)
⚡	ParentChanged	Occurs when the Parent property value changes. (Inherited from Control.)
⚡	PreviewKeyDown	Occurs before the KeyDown event when a key is pressed while focus is on this control. (Inherited from Control.)

⚡	QueryAccessibilityHelp	Occurs when AccessibleObject is providing help to accessibility applications. (Inherited from Control.)
⚡	QueryContinueDrag	Occurs during a drag-and-drop operation and enables the drag source to determine whether the drag-and-drop operation should be canceled. (Inherited from Control.)
⚡	RegionChanged	Occurs when the value of the Region property changes. (Inherited from Control.)
⚡	Resize	Occurs when the control is resized. (Inherited from Control.)
⚡	ResizeBegin	Occurs when a form enters resizing mode. (Inherited from Form.)
⚡	ResizeEnd	Occurs when a form exits resizing mode. (Inherited from Form.)
⚡	RightToLeftChanged	Occurs when the RightToLeft property value changes. (Inherited from Control.)
⚡	RightToLeftLayoutChanged	Occurs after the value of the RightToLeftLayout property changes. (Inherited from Form.)
⚡	Scroll	Occurs when the user or code scrolls through the client area. (Inherited from ScrollableControl.)
⚡	Shown	Occurs whenever the form is first displayed. (Inherited from Form.)
⚡	SizeChanged	Occurs when the Size property value changes. (Inherited from Control.)

	StyleChanged	Occurs when the control style changes. (Inherited from Control.)
	SystemColorsChanged	Occurs when the system colors change. (Inherited from Control.)
	TabIndexChanged	Occurs when the value of the TabIndex property changes. (Inherited from Form.)
	TabStopChanged	(Inherited from Form.)
	TextChanged	Occurs when the Text property value changes. (Inherited from Control.)
	Validated	Occurs when the control is finished validating. (Inherited from Control.)
	Validating	Occurs when the control is validating. (Inherited from Control.)
	VisibleChanged	Occurs when the Visible property value changes. (Inherited from Control.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IContainerControl...:ActivateControl	Activates the specified control. (Inherited from ContainerControl.)
	IDropTarget...:OnDragDrop	Raises the DragDrop event. (Inherited from Control.)
	IDropTarget...:OnDragEnter	Raises the DragEnter event. (Inherited from Control.)
	IDropTarget...:OnDragLeave	Raises the DragLeave event. (Inherited from Control.)
	IDropTarget...:OnDragOver	Raises the DragOver event. (Inherited from Control.)

## See Also

[GlassForm Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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[C#](#) [Visual Basic](#)

[Visual C++](#)

[XAML](#)

Vista Bridge Library for Managed code development

GlassForm Constructor

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Constructor for GlassForm

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public GlassForm()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
GlassForm()
```

## **See Also**

[GlassForm Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

Vista Bridge Library for Managed code development

GlassForm Methods

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [GlassForm](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">AccessibilityNotifyClients</a>	Overloaded.
	Activate	Activates the form and gives it focus. (Inherited from Form.)
	ActivateMdiChild	Activates the MDI child of a form. (Inherited from Form.)
	AddOwnedForm	Adds an owned form to this form. (Inherited from Form.)
	AdjustFormScrollbars	(Inherited from Form.)
		<b>Obsolete.</b>
	ApplyAutoScaling	Resizes the form according to the current value of the AutoScaleBaseSize property and the size of the current font. (Inherited from Form.)
	<a href="#">BeginInvoke</a>	Overloaded.
	BringToFront	Brings the control to the front of the z-order. (Inherited from Control.)
		Centers the position of the form within the bounds of the parent form.
	CenterToParent	(Inherited from Form.)
		Centers the form on the current screen.
	CenterToScreen	(Inherited from Form.)
	Close	Closes the form. (Inherited from Form.)
		Retrieves a value indicating whether the specified control is a child of the control.
	Contains	

		(Inherited from Control.) Creates a new accessibility object for the control.
	CreateAccessibilityInstance	(Inherited from Control.) Forces the creation of the control, including the creation of the handle and any child controls.
	CreateControl	(Inherited from Control.)
	CreateControlsInstance	(Inherited from Form.) Creates the Graphics for the control.
	CreateGraphics	(Inherited from Control.) Creates the handle for the form. If a derived class overrides this function, it must call the base implementation.
	CreateHandle	(Inherited from Form.) Creates an object that contains all the relevant information required to generate a proxy used to communicate with a remote object.
	CreateObjRef	(Inherited from MarshalByRefObject.)
	DefWndProc	(Inherited from Form.) Destroys the handle associated with the control.
	DestroyHandle	(Inherited from Control.)
	<a href="#">Dispose</a>	Overloaded.
	DoDragDrop	Begins a drag-and-drop operation. (Inherited from Control.)
	DrawToBitmap	Supports rendering to the specified bitmap. (Inherited from Control.)
	EndInvoke	Retrieves the return value of the asynchronous operation represented by the IAsyncResult passed.

		(Inherited from Control.)
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Releases unmanaged resources and performs other cleanup operations before the Component is reclaimed by garbage collection. (Inherited from Component.)
	FindForm	Retrieves the form that the control is on. (Inherited from Control.)
	Focus	Sets input focus to the control. (Inherited from Control.)
	GetAccessibilityObjectById	Retrieves the specified AccessibleObject. (Inherited from Control.)
	GetAutoSizeMode	Retrieves a value indicating how a control will behave when its AutoSize property is enabled. (Inherited from Control.)
	<a href="#">GetChildAtPoint</a>	Overloaded.
	GetContainerControl	Returns the next ContainerControl up the control's chain of parent controls. (Inherited from Control.)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetLifetimeService	Retrieves the current lifetime service object that controls the lifetime policy for this instance. (Inherited from MarshalByRefObject.)
		Retrieves the next control forward

=	GetNextControl	or back in the tab order of child controls. (Inherited from Control.)
=	GetPreferredSize	Retrieves the size of a rectangular area into which a control can be fitted. (Inherited from Control.)
=	GetScaledBounds	(Inherited from Form.)
=	GetScrollState	Determines whether the specified flag has been set. (Inherited from ScrollableControl.)
=	GetService	Returns an object that represents a service provided by the Component or by its Container. (Inherited from Component.)
=	GetStyle	Retrieves the value of the specified control style bit for the control. (Inherited from Control.)
=	GetTopLevel	Determines if the control is a top-level control. (Inherited from Control.)
=	GetType	Gets the Type of the current instance. (Inherited from Object.)
=	Hide	Conceals the control from the user. (Inherited from Control.)
=	InitializeLifetimeService	Obtains a lifetime service object to control the lifetime policy for this instance. (Inherited from MarshalByRefObject.)
=	InitLayout	Called after the control has been added to another container. (Inherited from Control.)
=	<a href="#">Invalidate</a>	Overloaded.
=	<a href="#">Invoke</a>	Overloaded.

	InvokeGotFocus	Raises the GotFocus event for the specified control. (Inherited from Control.)
	InvokeLostFocus	Raises the LostFocus event for the specified control. (Inherited from Control.)
	InvokeOnClick	Raises the Click event for the specified control. (Inherited from Control.)
	InvokePaint	Raises the Paint event for the specified control. (Inherited from Control.)
	InvokePaintBackground	Raises the PaintBackground event for the specified control. (Inherited from Control.)
	IsInputChar	Determines if a character is an input character that the control recognizes. (Inherited from Control.)
	IsInputKey	Determines whether the specified key is a regular input key or a special key that requires preprocessing. (Inherited from Control.)
	LayoutMdi	Arranges the multiple-document interface (MDI) child forms within the MDI parent form. (Inherited from Form.)
	<a href="#">MemberwiseClone</a>	Overloaded.
	NotifyInvalidate	Raises the Invalidated event with a specified region of the control to invalidate. (Inherited from Control.)
	OnActivated	Raises the Activated event. (Inherited from Form.)
	OnAutoSizeChanged	Raises the AutoSizeChanged event. (Inherited from Control.)

 	OnAutoValidateChanged	Raises the AutoValidateChanged event. (Inherited from ContainerControl.)
 	OnBackColorChanged	Raises the BackColorChanged event. (Inherited from Control.)
 	OnBackgroundImageChanged	Raises the BackgroundImageChanged event. (Inherited from Form.)
 	OnBackgroundImageLayoutChanged	Raises the BackgroundImageLayoutChanged event. (Inherited from Form.)
 	OnBindingContextChanged	Raises the BindingContextChanged event. (Inherited from Control.)
 	OnCausesValidationChanged	Raises the CausesValidationChanged event. (Inherited from Control.)
 	OnChangeUICues	Raises the ChangeUICues event. (Inherited from Control.)
 	OnClick	Raises the Click event. (Inherited from Control.)
 	OnClientSizeChanged	Raises the ClientSizeChanged event. (Inherited from Control.)
 	OnClosed	Raises the Closed event. (Inherited from Form.)
 	OnClosing	Raises the Closing event. (Inherited from Form.)
 	OnContextMenuChanged	Raises the ContextMenuChanged event. (Inherited from Control.)
 	OnContextMenuStripChanged	Raises the ContextMenuStripChanged event. (Inherited from Control.)

 	OnControlAdded	Raises the ControlAdded event. (Inherited from Control.)
 	OnControlRemoved	Raises the ControlRemoved event. (Inherited from Control.)
 	OnCreateControl	Raises the CreateControl event. (Inherited from Form.)
 	OnCursorChanged	Raises the CursorChanged event. (Inherited from Control.)
 	OnDeactivate	Raises the Deactivate event. (Inherited from Form.)
 	OnDockChanged	Raises the DockChanged event. (Inherited from Control.)
 	OnDoubleClick	Raises the DoubleClick event. (Inherited from Control.)
 	OnDragDrop	Raises the DragDrop event. (Inherited from Control.)
 	OnDragEnter	Raises the DragEnter event. (Inherited from Control.)
 	OnDragLeave	Raises the DragLeave event. (Inherited from Control.)
 	OnDragOver	Raises the DragOver event. (Inherited from Control.)
 	OnEnabledChanged	(Inherited from Form.)
 	OnEnter	Raises the Enter event. (Inherited from Form.)
 	OnFontChanged	(Inherited from Form.)
 	OnForeColorChanged	Raises the ForeColorChanged event. (Inherited from Control.)
 	OnFormClosed	Raises the FormClosed event. (Inherited from Form.)
 	OnFormClosing	Raises the FormClosing event. (Inherited from Form.)
 	OnGiveFeedback	Raises the GiveFeedback event. (Inherited from Control.)

 	OnGotFocus	Raises the GotFocus event. (Inherited from Control.)
 	OnHandleCreated	(Inherited from Form.)
 	OnHandleDestroyed	(Inherited from Form.)
 	OnHelpButtonClicked	Raises the HelpButtonClicked event. (Inherited from Form.)
 	OnHelpRequested	Raises the HelpRequested event. (Inherited from Control.)
 	OnImeModeChanged	Raises the ImeModeChanged event. (Inherited from Control.)
 	OnInputLanguageChanged	Raises the InputLanguageChanged event. (Inherited from Form.)
 	OnInputLanguageChanging	Raises the InputLanguageChanging event. (Inherited from Form.)
 	OnInvalidated	Raises the Invalidated event. (Inherited from Control.)
 	OnKeyDown	Raises the KeyDown event. (Inherited from Control.)
 	OnKeyPress	Raises the KeyPress event. (Inherited from Control.)
 	OnKeyUp	Raises the KeyUp event. (Inherited from Control.)
 	OnLayout	(Inherited from Form.)
 	OnLeave	Raises the Leave event. (Inherited from Control.)
 	OnLoad	Raises the Load event. (Inherited from Form.)
 	OnLocationChanged	Raises the LocationChanged event. (Inherited from Control.)
 	OnLostFocus	Raises the LostFocus event. (Inherited from Control.)
		Raises the MarginChanged event.

	OnMarginChanged	(Inherited from Control.)
	OnMaximizedBoundsChanged	Raises the MaximizedBoundsChanged event. (Inherited from Form.)
	OnMaximumSizeChanged	Raises the MaximumSizeChanged event. (Inherited from Form.)
	OnMdiChildActivate	Raises the MdiChildActivate event. (Inherited from Form.)
	OnMenuComplete	Raises the MenuComplete event. (Inherited from Form.)
	OnMenuStart	Raises the MenuStart event. (Inherited from Form.)
	OnMinimumSizeChanged	Raises the MinimumSizeChanged event. (Inherited from Form.)
	OnMouseCaptureChanged	Raises the MouseCaptureChanged event. (Inherited from Control.)
	OnMouseClicked	Raises the MouseClick event. (Inherited from Control.)
	OnMouseDoubleClick	Raises the MouseDoubleClick event. (Inherited from Control.)
	OnMouseDown	Raises the MouseDown event. (Inherited from Control.)
	OnMouseEnter	Raises the MouseEnter event. (Inherited from Control.)
	OnMouseHover	Raises the MouseHover event. (Inherited from Control.)
	OnMouseLeave	Raises the MouseLeave event. (Inherited from Control.)
	OnMouseMove	Raises the MouseMove event. (Inherited from Control.)
	OnMouseUp	Raises the MouseUp event.

		(Inherited from Control.)
	OnMouseWheel	Raises the MouseWheel event. (Inherited from ScrollableControl.)
	OnMove	Raises the Move event. (Inherited from Control.)
	OnNotifyMessage	Notifies the control of Windows messages. (Inherited from Control.)
	OnPaddingChanged	Raises the PaddingChanged event. (Inherited from ScrollableControl.)
	<a href="#">OnPaint</a>	Override OnPaint to paint the background as black. (Overrides Form...::OnPaint(PaintEventArgs).)
	OnPaintBackground	Paints the background of the control. (Inherited from ScrollableControl.)
	OnParentBackColorChanged	Raises the BackColorChanged event when the BackColor property value of the control's container changes. (Inherited from Control.)
	OnParentBackgroundImageChanged	Raises the BackgroundImageChanged event when the BackgroundImage property value of the control's container changes. (Inherited from Control.)
	OnParentBindingContextChanged	Raises the BindingContextChanged event when the BindingContext property value of the control's container changes. (Inherited from Control.)
	OnParentChanged	(Inherited from ContainerControl.)
	OnParentCursorChanged	Raises the CursorChanged event. (Inherited from Control.)

	OnParentEnabledChanged	Raises the EnabledChanged event when the Enabled property value of the control's container changes. (Inherited from Control.)
	OnParentFontChanged	Raises the FontChanged event when the Font property value of the control's container changes. (Inherited from Control.)
	OnParentForeColorChanged	Raises the ForeColorChanged event when the ForeColor property value of the control's container changes. (Inherited from Control.)
	OnParentRightToLeftChanged	Raises the RightToLeftChanged event when the RightToLeft property value of the control's container changes. (Inherited from Control.)
	OnParentVisibleChanged	Raises the VisibleChanged event when the Visible property value of the control's container changes. (Inherited from Control.)
	OnPreviewKeyDown	Raises the PreviewKeyDown event. (Inherited from Control.)
	OnPrint	Raises the Paint event. (Inherited from Control.)
	OnQueryContinueDrag	Raises the QueryContinueDrag event. (Inherited from Control.)
	OnRegionChanged	Raises the RegionChanged event. (Inherited from Control.)
	OnResize	(Inherited from Form.)
	OnResizeBegin	Raises the ResizeBegin event. (Inherited from Form.)
	OnResizeEnd	Raises the ResizeEnd event. (Inherited from Form.)

	OnRightToLeftChanged	(Inherited from ScrollableControl.)
	OnRightToLeftLayoutChanged	Raises the RightToLeftLayoutChanged event. (Inherited from Form.)
	OnScroll	Raises the Scroll event. (Inherited from ScrollableControl.)
	OnShown	Raises the Shown event. (Inherited from Form.)
	OnSizeChanged	Raises the SizeChanged event. (Inherited from Control.)
	OnStyleChanged	(Inherited from Form.)
	OnSystemColorsChanged	Raises the SystemColorsChanged event. (Inherited from Control.)
	OnTabIndexChanged	Raises the TabIndexChanged event. (Inherited from Control.)
	OnTabStopChanged	Raises the TabStopChanged event. (Inherited from Control.)
	OnTextChanged	(Inherited from Form.)
	OnValidated	Raises the Validated event. (Inherited from Control.)
	OnValidating	Raises the Validating event. (Inherited from Control.)
	OnVisibleChanged	Raises the VisibleChanged event. (Inherited from Form.)
	PerformAutoScale	Performs scaling of the container control and its children. (Inherited from ContainerControl.)
	<a href="#">PerformLayout</a>	Overloaded. Computes the location of the specified screen point into client coordinates.
	PointToClient	(Inherited from Control.) Computes the location of the specified client point into screen
	PointToScreen	

		coordinates. (Inherited from Control.)
	PreProcessControlMessage	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	PreProcessMessage	Preprocesses keyboard or input messages within the message loop before they are dispatched. (Inherited from Control.)
	ProcessCmdKey	Processes a command key. (Inherited from Form.)
	ProcessDialogChar	(Inherited from Form.)
	ProcessDialogKey	Processes a dialog box key. (Inherited from Form.)
	ProcessKeyEventArgs	Processes a key message and generates the appropriate control events. (Inherited from Control.)
	ProcessKeyMessage	Processes a keyboard message. (Inherited from Control.)
	ProcessKeyPreview	(Inherited from Form.)
	ProcessMnemonic	(Inherited from Form.)
	ProcessTabKey	(Inherited from Form.)
	RaiseDragEvent	Raises the appropriate drag event. (Inherited from Control.)
	RaiseKeyEvent	Raises the appropriate key event. (Inherited from Control.)
	RaiseMouseEvent	Raises the appropriate mouse event. (Inherited from Control.)
	RaisePaintEvent	Raises the appropriate paint event. (Inherited from Control.)
	RecreateHandle	Forces the re-creation of the handle for the control. (Inherited from Control.)

=	RectangleToClient	<p>Computes the size and location of the specified screen rectangle in client coordinates. (Inherited from Control.)</p>
=	RectangleToScreen	<p>Computes the size and location of the specified client rectangle in screen coordinates. (Inherited from Control.)</p>
=	Refresh	<p>Forces the control to invalidate its client area and immediately redraw itself and any child controls. (Inherited from Control.)</p>
=	RemoveOwnedForm	<p>Removes an owned form from this form. (Inherited from Form.)</p>
=	ResetBackColor	<p>Resets the BackColor property to its default value. (Inherited from Control.)</p>
=	ResetBindings	<p>Causes a control bound to the BindingSource to reread all the items in the list and refresh their displayed values. (Inherited from Control.)</p>
=	ResetCursor	<p>Resets the Cursor property to its default value. (Inherited from Control.)</p>
=	ResetFont	<p>Resets the Font property to its default value. (Inherited from Control.)</p>
=	ResetForeColor	<p>Resets the ForeColor property to its default value. (Inherited from Control.)</p>
=	ResetImeMode	<p>Resets the ImeMode property to its default value. (Inherited from Control.)</p>
		<p>Resets the control to handle the</p>

	ResetMouseEventArgs	MouseLeave event. (Inherited from Control.)
	ResetRightToLeft	Resets the RightToLeft property to its default value. (Inherited from Control.)
	ResetText	Resets the Text property to its default value. (Inherited from Control.)
	<a href="#">ResumeLayout</a>	Overloaded.
	<a href="#">RtlTranslateAlignment</a>	Overloaded.
	RtlTranslateContent	Converts the specified ContentAlignment to the appropriate ContentAlignment to support right-to-left text. (Inherited from Control.)
	RtlTranslateHorizontal	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignment to support right-to-left text. (Inherited from Control.)
	RtlTranslateLeftRight	Converts the specified LeftRightAlignment to the appropriate LeftRightAlignment to support right-to-left text. (Inherited from Control.)
	<a href="#">Scale</a>	Overloaded.
	ScaleControl	(Inherited from Form.)
	ScaleCore	Performs scaling of the form. (Inherited from Form.)
	ScrollControlIntoView	Scrolls the specified child control into view on an auto-scroll enabled control. (Inherited from ScrollableControl.)
	ScrollToControl	Calculates the scroll offset to the specified child control. (Inherited from ScrollableControl.)

	<a href="#">Select</a>	Overloaded.
	SelectNextControl	Activates the next control. (Inherited from Control.)
	SendToBack	Sends the control to the back of the z-order. (Inherited from Control.)
	SetAutoScrollMargin	Sets the size of the auto-scroll margins. (Inherited from ScrollableControl.)
	SetAutoSizeMode	Sets a value indicating how a control will behave when its AutoSize property is enabled. (Inherited from Control.)
	<a href="#">SetBounds</a>	Overloaded.
	SetBoundsCore	(Inherited from Form.) Sets the client size of the form. This will adjust the bounds of the form to make the client size the requested size. (Inherited from Form.)
	SetClientSizeCore	Sets the bounds of the form in desktop coordinates. (Inherited from Form.)
	SetDesktopBounds	Sets the location of the form in desktop coordinates. (Inherited from Form.)
	SetDesktopLocation	Positions the display window to the specified value. (Inherited from ScrollableControl.)
	SetDisplayRectLocation	Sets the specified scroll state flag. (Inherited from ScrollableControl.)
	SetScrollState	Sets a specified ControlStyles flag to either true or false. (Inherited from Control.)
	SetStyle	Sets the control as the top-level control.
	SetTopLevel	

	setVisibleCore	(Inherited from Control.)
	<a href="#">Show</a>	(Inherited from Form.)
	<a href="#">ShowDialog</a>	Overloaded.
	SizeFromClientSize	Overloaded.
	SizeFromClientSize	Determines the size of the entire control from the height and width of its client area.
	SuspendLayout	(Inherited from Control.)
	ToString	Temporarily suspends the layout logic for the control.
	Update	(Inherited from Control.)
	Update	Gets a string representing the current instance of the form.
	<a href="#">UpdateBounds</a>	(Inherited from Form.)
	UpdateDefaultButton	Causes the control to redraw the invalidated regions within its client area.
	UpdateStyles	(Inherited from Control.)
	UpdateZOrder	Updates which button is the default button.
	<a href="#">Validate</a>	(Inherited from Form.)
	<a href="#">ValidateChildren</a>	Forces the assigned styles to be reapplied to the control.
	WndProc	(Inherited from Control.)
		Updates the control in its parent's z-order.
		(Inherited from Control.)
		Overloaded.
		Overloaded.
		(Inherited from Form.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IContainerControl...:ActivateControl	Activates the specified control. (Inherited from ContainerControl.)
	IDropTarget...:OnDragDrop	Raises the DragDrop event. (Inherited from Control.)
	IDropTarget...:OnDragEnter	Raises the DragEnter event. (Inherited from Control.)
	IDropTarget...:OnDragLeave	Raises the DragLeave event. (Inherited from Control.)
	IDropTarget...:OnDragOver	Raises the DragOver event. (Inherited from Control.)

## See Also

[GlassForm Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:AccessibilityNotifyClients Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	AccessibilityNotifyClients(AccessibleEvents, specified Int32)	Notifies the accessibility client applications of the specified AccessibleEvents for the specified child control. (Inherited from Control.)
	AccessibilityNotifyClients(AccessibleEvents, specified Int32, Int32)	Notifies the accessibility client applications of the specified AccessibleEvents for the specified child control . (Inherited from Control.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:BeginInvoke Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

Name	Description
BeginInvoke(Delegate)	Executes the specified delegate asynchronously on the thread that the control's underlying handle was created on. (Inherited from Control.)
BeginInvoke(Delegate, array<Object>[](0))	Executes the specified delegate asynchronously with the specified arguments, on the thread that the control's underlying handle was created on. (Inherited from Control.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:Dispose Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	Dispose()	Releases all resources used by the Component. (Inherited from Component.)
	Dispose(Boolean)	Disposes of the resources (other than memory) used by the Form. (Inherited from Form.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:GetChildAtPoint Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

Name	Description
GetChildAtPoint(Point)	Retrieves the child control that is located at the specified coordinates. (Inherited from Control.)
GetChildAtPoint(Point, GetChildAtPointSkip)	Retrieves the child control that is located at the specified coordinates, specifying whether to ignore child controls of a certain type. (Inherited from Control.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:Invalidate Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
◆	Invalidate()	Invalidates the entire surface of the control and causes the control to be redrawn. (Inherited from Control.)
◆	Invalidate(Region)	Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control. (Inherited from Control.)
◆	Invalidate(Boolean)	Invalidates a specific region of the control and causes a paint message to be sent to the control. Optionally, invalidates the child controls assigned to the control. (Inherited from Control.)
◆	Invalidate(Rectangle)	Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control. (Inherited from Control.)
◆	Invalidate(Region, Boolean)	Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control. Optionally, invalidates the child controls assigned to the control. (Inherited from Control.)
◆	Invalidate(Rectangle, Boolean)	Invalidates the specified region of the control (adds it to the control's update region, which is the area that will be repainted at the next paint operation), and causes a paint message to be sent to the control. Optionally, invalidates the child

controls assigned to the control.  
(Inherited from Control.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:Invoke Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	Invoke(Delegate)	Executes the specified delegate on the thread that owns the control's underlying window handle. (Inherited from Control.)
◆	Invoke(Delegate, array<Object>[](0))	Executes the specified delegate, on the thread that owns the control's underlying window handle, with the specified list of arguments. (Inherited from Control.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

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GlassForm...:MemberwiseClone Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	MemberwiseClone()	Creates a shallow copy of the current Object. (Inherited from Object.)
	MemberwiseClone(Boolean)	Creates a shallow copy of the current MarshalByRefObject object. (Inherited from MarshalByRefObject.)

## See Also

[GlassForm Class](#)

[GlassForm Members](#)

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GlassForm...:OnPaint Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Override OnPaint to paint the background as black.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected override void OnPaint(  
    PaintEventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overrides Sub OnPaint ( _  
    e As PaintEventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnPaint(  
    PaintEventArgs^ e  
) override
```

## Parameters

e

Type: System.Windows.Forms...:PaintEventArgs  
PaintEventArgs

## **See Also**

[GlassForm Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:PerformLayout Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	<code>PerformLayout()()</code>	Forces the control to apply layout logic to all its child controls. (Inherited from Control.)
◆	<code>PerformLayout(Control, String)</code>	Forces the control to apply layout logic to all its child controls. (Inherited from Control.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:ResumeLayout Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	ResumeLayout()()	Resumes usual layout logic. (Inherited from Control.)
◆	ResumeLayout(Boolean)	Resumes usual layout logic, optionally forcing an immediate layout of pending layout requests. (Inherited from Control.)

## See Also

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:RtlTranslateAlignment Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	<code>RtlTranslateAlignment(HorizontalAlignment)</code>	Converts the specified <code>HorizontalAlignment</code> to the appropriate <code>HorizontalAlignment</code> to support right-to-left text. (Inherited from <code>Control</code> .)
	<code>RtlTranslateAlignment(LeftRightAlignment)</code>	Converts the specified <code>LeftRightAlignment</code> to the appropriate <code>LeftRightAlignment</code> to support right-to-left text. (Inherited from <code>Control</code> .)
	<code>RtlTranslateAlignment(ContentAlignment)</code>	Converts the specified <code>ContentAlignment</code> to the appropriate <code>ContentAlignment</code> to support right-to-left text. (Inherited from <code>Control</code> .)

## See Also

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:Scale Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	Name	Description
◆	Scale(Single)	<b>Obsolete.</b> Scales the control and any child controls. (Inherited from Control.)
◆	Scale(SizeF)	Scales the control and all child controls by the specified scaling factor. (Inherited from Control.)
◆	Scale(Single, Single)	<b>Obsolete.</b> Scales the entire control and any child controls. (Inherited from Control.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:Select Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	Select()()	Activates the control. (Inherited from Control.)
	Select(Boolean, Boolean)	Selects this form, and optionally selects the next or previous control. (Inherited from Form.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...::SetBounds Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetBounds(Int32, Int32, Int32, Int32)	Sets the bounds of the control to the specified location and size. (Inherited from Control.)
	SetBounds(Int32, Int32, Int32, Int32, BoundsSpecified)	Sets the specified bounds of the control to the specified location and size. (Inherited from Control.)

## See Also

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:Show Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	Show()	Displays the control to the user. (Inherited from Control.)
◆	Show(IWin32Window)	Shows the form with the specified owner to the user. (Inherited from Form.)

## See Also

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:ShowDialog Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	ShowDialog()	Shows the form as a modal dialog box with the currently active window set as its owner. (Inherited from Form.)
◆	ShowDialog(IWin32Window)	Shows the form as a modal dialog box with the specified owner. (Inherited from Form.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:UpdateBounds Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	UpdateBounds()()	Updates the bounds of the control with the current size and location. (Inherited from Control.)
	UpdateBounds(Int32, Int32, Int32, Int32)	Updates the bounds of the control with the specified size and location. (Inherited from Control.)
	UpdateBounds(Int32, Int32, Int32, Int32, Int32, Int32)	Updates the bounds of the control with the specified size, location, and client size. (Inherited from Control.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:Validate Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	Validate()	Verifies the value of the control losing focus by causing the Validating and Validated events to occur, in that order. (Inherited from ContainerControl.)
◆	Validate(Boolean)	Verifies the value of the control that is losing focus; conditionally dependent on whether automatic validation is turned on. (Inherited from ContainerControl.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm...:ValidateChildren Method

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	ValidateChildren()	(Inherited from Form.)
◆	ValidateChildren(ValidationConstraints)	(Inherited from Form.)

## **See Also**

[GlassForm Class](#)

[GlassForm Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassForm Properties

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [GlassForm](#) type exposes the following members.

# Properties

	Name	Description
	AcceptButton	Gets or sets the button on the form that is clicked when the user presses the ENTER key. (Inherited from Form.)
	AccessibilityObject	Gets the AccessibleObject assigned to the control. (Inherited from Control.)
	AccessibleDefaultActionDescription	Gets or sets the default action description of the control for use by accessibility client applications. (Inherited from Control.)
	AccessibleDescription	Gets or sets the description of the control used by accessibility client applications. (Inherited from Control.)
	AccessibleName	Gets or sets the name of the control used by accessibility client applications. (Inherited from Control.)
	AccessibleRole	Gets or sets the accessible role of the control (Inherited from Control.)
	ActiveControl	Gets or sets the active control on the container control. (Inherited from ContainerControl.)
	ActiveMdiChild	Gets the currently active multiple-document interface (MDI) child window. (Inherited from Form.) Gets or sets a value indicating



AllowDrop

whether the control can accept data that the user drags onto it. (Inherited from Control.)



AllowTransparency

Gets or sets a value indicating whether the opacity of the form can be adjusted. (Inherited from Form.)



Anchor

Gets or sets the edges of the container to which a control is bound and determines how a control is resized with its parent. (Inherited from Control.)

**Obsolete.**



AutoScale

Gets or sets a value indicating whether the form adjusts its size to fit the height of the font used on the form and scales its controls. (Inherited from Form.)



AutoScaleBaseSize

Gets or sets the base size used for autoscaling of the form. (Inherited from Form.)



AutoScaleDimensions

Gets or sets the dimensions that the control was designed to. (Inherited from ContainerControl.)



AutoScaleFactor

Gets the scaling factor between the current and design-time automatic scaling dimensions. (Inherited from ContainerControl.)



AutoScaleMode

Gets or sets the automatic scaling mode of the control. (Inherited from ContainerControl.)



AutoScroll

Gets or sets a value indicating whether the form enables autoscrolling.

		(Inherited from Form.)
	AutoScrollMargin	Gets or sets the size of the auto-scroll margin. (Inherited from ScrollableControl.)
	AutoScrollMinSize	Gets or sets the minimum size of the auto-scroll. (Inherited from ScrollableControl.)
	AutoScrollOffset	Gets or sets where this control is scrolled to in ScrollControlIntoView(Control). (Inherited from Control.)
	AutoScrollPosition	Gets or sets the location of the auto-scroll position. (Inherited from ScrollableControl.)
	AutoSize	Resize the form according to the setting of AutoSizeMode. (Inherited from Form.)
	AutoSizeMode	Gets or sets the mode by which the form automatically resizes itself. (Inherited from Form.)
	AutoValidate	(Inherited from Form.)
	BackColor	(Inherited from Form.)
	BackgroundImage	Gets or sets the background image displayed in the control. (Inherited from Control.)
	BackgroundImageLayout	Gets or sets the background image layout as defined in the ImageLayout enumeration. (Inherited from Control.)
	BindingContext	(Inherited from ContainerControl.)
		Gets the distance, in pixels, between the bottom edge of the

	Bottom	control and the top edge of its container's client area. (Inherited from Control.)
	Bounds	Gets or sets the size and location of the control including its nonclient elements, in pixels, relative to the parent control. (Inherited from Control.)
	CancelButton	Gets or sets the button control that is clicked when the user presses the ESC key. (Inherited from Form.)
	CanEnableIme	Gets a value indicating whether the ImeMode property can be set to an active value, to enable IME support. (Inherited from ContainerControl.)
	CanFocus	Gets a value indicating whether the control can receive focus. (Inherited from Control.)
	CanRaiseEvents	Determines if events can be raised on the control. (Inherited from Control.)
	CanSelect	Gets a value indicating whether the control can be selected. (Inherited from Control.)
	Capture	Gets or sets a value indicating whether the control has captured the mouse. (Inherited from Control.)
	CausesValidation	Gets or sets a value indicating whether the control causes validation to be performed on any controls that require validation when it receives focus. (Inherited from Control.)

	ClientRectangle	Gets the rectangle that represents the client area of the control. (Inherited from Control.)
	ClientSize	Gets or sets the size of the client area of the form. (Inherited from Form.)
	CompanyName	Gets the name of the company or creator of the application containing the control. (Inherited from Control.)
	Container	Gets the IContainer that contains the Component. (Inherited from Component.)
	ContainsFocus	Gets a value indicating whether the control, or one of its child controls, currently has the input focus. (Inherited from Control.)
	ContextMenu	Gets or sets the shortcut menu associated with the control. (Inherited from Control.)
	ContextMenuStrip	Gets or sets the ContextMenuStrip associated with this control. (Inherited from Control.)
	ControlBox	Gets or sets a value indicating whether a control box is displayed in the caption bar of the form. (Inherited from Form.)
	Controls	Gets the collection of controls contained within the control. (Inherited from Control.)
	Created	Gets a value indicating whether the control has been created. (Inherited from Control.)
	CreateParams	(Inherited from Form.)
		Gets the current run-time

	CurrentAutoScaleDimensions	dimensions of the screen. (Inherited from ContainerControl.)
	Cursor	Gets or sets the cursor that is displayed when the mouse pointer is over the control. (Inherited from Control.)
	DataBindings	Gets the data bindings for the control. (Inherited from Control.)
	DefaultCursor	Gets or sets the default cursor for the control. (Inherited from Control.)
	DefaultImeMode	Gets the default Input Method Editor (IME) mode supported by the control. (Inherited from Form.)
	DefaultMargin	Gets the space, in pixels, that is specified by default between controls. (Inherited from Control.)
	DefaultMaximumSize	Gets the length and height, in pixels, that is specified as the default maximum size of a control. (Inherited from Control.)
	DefaultMinimumSize	Gets the length and height, in pixels, that is specified as the default minimum size of a control. (Inherited from Control.)
	DefaultPadding	Gets the internal spacing, in pixels, of the contents of a control. (Inherited from Control.)
	DefaultSize	(Inherited from Form.)
	DesignMode	Gets a value that indicates whether the Component is currently in design mode.

	DesktopBounds	(Inherited from Component.) Gets or sets the size and location of the form on the Windows desktop. (Inherited from Form.)
	DesktopLocation	Gets or sets the location of the form on the Windows desktop. (Inherited from Form.)
	DialogResult	Gets or sets the dialog result for the form. (Inherited from Form.)
	DisplayRectangle	Gets the rectangle that represents the virtual display area of the control. (Inherited from ScrollableControl.)
	Disposing	Gets a value indicating whether the base Control class is in the process of disposing. (Inherited from Control.)
	Dock	Gets or sets which control borders are docked to its parent control and determines how a control is resized with its parent. (Inherited from Control.)
	DockPadding	Gets the dock padding settings for all edges of the control. (Inherited from ScrollableControl.)
	DoubleBuffered	Gets or sets a value indicating whether this control should redraw its surface using a secondary buffer to reduce or prevent flicker. (Inherited from Control.)
		Gets or sets a value indicating

	Enabled	whether the control can respond to user interaction. (Inherited from Control.)
	Events	Gets the list of event handlers that are attached to this Component. (Inherited from Component.)
	Focused	Gets a value indicating whether the control has input focus. (Inherited from Control.)
	Font	Gets or sets the font of the text displayed by the control. (Inherited from Control.)
	FontHeight	Gets or sets the height of the font of the control. (Inherited from Control.)
	ForeColor	Gets or sets the foreground color of the control. (Inherited from Control.)
	FormBorderStyle	Gets or sets the border style of the form. (Inherited from Form.)
	<a href="#">FormThickness</a>	FrameThickness Extends the Frame(Non Client Area) of the Window into client area
	Handle	Gets the window handle that the control is bound to. (Inherited from Control.)
	HasChildren	Gets a value indicating whether the control contains one or more child controls. (Inherited from Control.)
	Height	Gets or sets the height of the control. (Inherited from Control.)
		Gets or sets a value indicating whether a Help button should be displayed in the caption box of the

	HelpButton	form. (Inherited from Form.)
	HorizontalScroll	Gets the characteristics associated with the horizontal scroll bar. (Inherited from ScrollableControl.)
	HScroll	Gets or sets a value indicating whether the horizontal scroll bar is visible. (Inherited from ScrollableControl.)
	Icon	Gets or sets the icon for the form. (Inherited from Form.)
	ImeMode	Gets or sets the Input Method Editor (IME) mode of the control. (Inherited from Control.)
	InvokeRequired	Gets a value indicating whether the caller must call an invoke method when making method calls to the control because the caller is on a different thread than the one the control was created on. (Inherited from Control.)
	IsAccessible	Gets or sets a value indicating whether the control is visible to accessibility applications. (Inherited from Control.)
	IsDisposed	Gets a value indicating whether the control has been disposed of. (Inherited from Control.)
	<a href="#">IsGlassEnabled</a>	Enables glass of the entire client area  Gets a value indicating whether the control has a handle associated

	IsHandleCreated	with it. (Inherited from Control.)
	IsMdiChild	Gets a value indicating whether the form is a multiple-document interface (MDI) child form. (Inherited from Form.)
	IsMdiContainer	Gets or sets a value indicating whether the form is a container for multiple-document interface (MDI) child forms. (Inherited from Form.)
	IsMirrored	Gets a value indicating whether the control is mirrored. (Inherited from Control.)
	IsRestrictedWindow	Gets a value indicating whether the form can use all windows and user input events without restriction. (Inherited from Form.)
	KeyPreview	Gets or sets a value indicating whether the form will receive key events before the event is passed to the control that has focus. (Inherited from Form.)
	LayoutEngine	Gets a cached instance of the control's layout engine. (Inherited from Control.)
	Left	Gets or sets the distance, in pixels, between the left edge of the control and the left edge of its container's client area. (Inherited from Control.)
	Location	(Inherited from Form.)
	MainMenuStrip	Gets or sets the primary menu container for the form. (Inherited from Form.)

	Margin	(Inherited from Form.) Gets or sets a value indicating whether the Maximize button is displayed in the caption bar of the form.
	MaximizeBox	(Inherited from Form.) Gets and sets the size of the form when it is maximized.
	MaximizedBounds	(Inherited from Form.) Gets the maximum size the form can be resized to.
	MaximumSize	(Inherited from Form.) Gets an array of forms that represent the multiple-document interface (MDI) child forms that are parented to this form.
	MdiChildren	(Inherited from Form.) Gets or sets the current multiple-document interface (MDI) parent form of this form.
	MdiParent	(Inherited from Form.) Gets or sets the MainMenu that is displayed in the form.
	Menu	(Inherited from Form.) Gets the merged menu for the form.
	MergedMenu	(Inherited from Form.) Gets or sets a value indicating whether the Minimize button is displayed in the caption bar of the form.
	MinimizeBox	(Inherited from Form.) Gets or sets the minimum size the form can be resized to.
	MinimumSize	(Inherited from Form.) Gets a value indicating whether

	Modal	this form is displayed modally. (Inherited from Form.)
	Name	Gets or sets the name of the control. (Inherited from Control.)
	Opacity	Gets or sets the opacity level of the form. (Inherited from Form.)
	OwnedForms	Gets an array of Form objects that represent all forms that are owned by this form. (Inherited from Form.)
	Owner	Gets or sets the form that owns this form. (Inherited from Form.)
	Padding	Gets or sets padding within the control. (Inherited from Control.)
	Parent	Gets or sets the parent container of the control. (Inherited from Control.)
	ParentForm	Gets the form that the container control is assigned to. (Inherited from ContainerControl.)
	PreferredSize	Gets the size of a rectangular area into which the control can fit. (Inherited from Control.)
	ProductName	Gets the product name of the assembly containing the control. (Inherited from Control.)
	ProductVersion	Gets the version of the assembly containing the control. (Inherited from Control.)
	RecreatingHandle	Gets a value indicating whether the control is currently re-creating

		its handle. (Inherited from Control.)
	Region	Gets or sets the window region associated with the control. (Inherited from Control.)
	RenderRightToLeft	<b>Obsolete.</b> This property is now obsolete. (Inherited from Control.)
	ResizeRedraw	Gets or sets a value indicating whether the control redraws itself when resized. (Inherited from Control.)
	RestoreBounds	Gets the location and size of the form in its normal window state. (Inherited from Form.)
	Right	Gets the distance, in pixels, between the right edge of the control and the left edge of its container's client area. (Inherited from Control.)
	RightToLeft	Gets or sets a value indicating whether control's elements are aligned to support locales using right-to-left fonts. (Inherited from Control.)
	RightToLeftLayout	Gets or sets a value indicating whether right-to-left mirror placement is turned on. (Inherited from Form.)
	ScaleChildren	Gets a value that determines the scaling of child controls. (Inherited from Control.)
	ShowFocusCues	Gets a value indicating whether the control should display focus rectangles. (Inherited from Control.)
		Gets or sets a value indicating

	ShowIcon	whether an icon is displayed in the caption bar of the form. (Inherited from Form.)
	ShowInTaskbar	Gets or sets a value indicating whether the form is displayed in the Windows taskbar. (Inherited from Form.) Gets a value indicating whether the user interface is in the appropriate state to show or hide keyboard accelerators. (Inherited from Control.)
	ShowKeyboardCues	Gets a value indicating whether the window will be activated when it is shown. (Inherited from Form.)
	ShowWithoutActivation	Gets or sets the site of the control. (Inherited from Control.)
	Site	Gets or sets the size of the form. (Inherited from Form.)
	Size	Gets or sets the style of the size grip to display in the lower-right corner of the form. (Inherited from Form.)
	SizeGripStyle	Gets or sets the starting position of the form at run time. (Inherited from Form.)
	StartPosition	Gets or sets the tab order of the control within its container. (Inherited from Form.)
	TabIndex	(Inherited from Form.)
	TabStop	Gets or sets the object that contains data about the control. (Inherited from Control.)
	Tag	(Inherited from Form.)
	Text	Gets or sets the distance, in pixels,

	Top	between the top edge of the control and the top edge of its container's client area. (Inherited from Control.)
	TopLevel	Gets or sets a value indicating whether to display the form as a top-level window. (Inherited from Form.) Gets the parent control that is not parented by another Windows Forms control. Typically, this is the outermost Form that the control is contained in. (Inherited from Control.)
	TopLevelControl	Gets or sets a value indicating whether the form should be displayed as a topmost form. (Inherited from Form.)
	TopMost	Gets or sets the color that will represent transparent areas of the form. (Inherited from Form.)
	TransparencyKey	Gets or sets a value indicating whether to use the wait cursor for the current control and all child controls. (Inherited from Control.)
	UseWaitCursor	Gets the characteristics associated with the vertical scroll bar. (Inherited from ScrollableControl.)
	VerticalScroll	Gets or sets a value indicating whether the control and all its parent controls are displayed. (Inherited from Control.)
	Visible	Gets or sets a value indicating whether the vertical scroll bar is

	VScroll	visible. (Inherited from ScrollableControl.)
	Width	Gets or sets the width of the control. (Inherited from Control.)
	WindowState	Gets or sets the form's window state. (Inherited from Form.)
	WindowTarget	This property is not relevant for this class. (Inherited from Control.)

## See Also

[GlassForm Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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[C#](#) [Visual Basic](#)

[Visual C++](#)

[XAML](#)

Vista Bridge Library for Managed code development

GlassForm...:FormThickness Property

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

FrameThickness Extends the Frame(Non Client Area) of the Window into client area

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public Padding FormThickness { get; set; }
```

## Visual Basic (Declaration)

```
Public Property FormThickness As Padding
```

## Visual C++

```
public:  
property Padding FormThickness {  
    Padding get ();  
    void set (Padding value);  
}
```

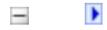
## **See Also**

[GlassForm Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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C#  Visual Basic

Visual C++

XAML

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GlassForm...:IsGlassEnabled Property

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Enables glass of the entire client area

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool IsGlassEnabled { get; set; }
```

## Visual Basic (Declaration)

```
Public Property IsGlassEnabled As Boolean
```

## Visual C++

```
public:  
property bool IsGlassEnabled {  
    bool get ();  
    void set (bool value);  
}
```

## **See Also**

[GlassForm Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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C#  Visual Basic

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Include Protected Members

Include Inherited Members

Vista Bridge Library for Managed code development

GlassForm Events

[GlassForm Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [GlassForm](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
⚡	Activated	Occurs when the form is activated in code or by the user. (Inherited from Form.)
⚡	AutoSizeChanged	(Inherited from Form.)
⚡	AutoValidateChanged	(Inherited from Form.)
⚡	BackColorChanged	Occurs when the value of the BackColor property changes. (Inherited from Control.)
⚡	BackgroundImageChanged	Occurs when the value of the BackgroundImage property changes. (Inherited from Control.)
⚡	BackgroundImageLayoutChanged	Occurs when the BackgroundImageLayout property changes. (Inherited from Control.)
⚡	BindingContextChanged	Occurs when the value of the BindingContext property changes. (Inherited from Control.)
⚡	CausesValidationChanged	Occurs when the value of the CausesValidation property changes. (Inherited from Control.)
⚡	ChangeUICues	Occurs when the focus or keyboard user interface (UI) cues change. (Inherited from Control.)
⚡	Click	Occurs when the control is clicked. (Inherited from Control.)
⚡	ClientSizeChanged	Occurs when the value of the ClientSize property changes. (Inherited from Control.)
⚡	Closed	Occurs when the form is closed. (Inherited from Form.)

⚡	Closing	Occurs when the form is closing. (Inherited from Form.)
⚡	ContextMenuChanged	Occurs when the value of the ContextMenu property changes. (Inherited from Control.)
⚡	ContextMenuStripChanged	Occurs when the value of the ContextMenuStrip property changes. (Inherited from Control.)
⚡	ControlAdded	Occurs when a new control is added to the Control...:ControlCollection. (Inherited from Control.)
⚡	ControlRemoved	Occurs when a control is removed from the Control...:ControlCollection. (Inherited from Control.)
⚡	CursorChanged	Occurs when the value of the Cursor property changes. (Inherited from Control.)
⚡	Deactivate	Occurs when the form loses focus and is no longer the active form. (Inherited from Form.)
⚡	Disposed	Occurs when the component is disposed by a call to the Dispose() ( ) method. (Inherited from Component.)
⚡	DockChanged	Occurs when the value of the Dock property changes. (Inherited from Control.)
⚡	DoubleClick	Occurs when the control is double-clicked. (Inherited from Control.)
⚡	DragDrop	Occurs when a drag-and-drop operation is completed. (Inherited from Control.)
⚡	DragEnter	Occurs when an object is dragged into the control's bounds.

		(Inherited from Control.)
⚡	DragLeave	Occurs when an object is dragged out of the control's bounds. (Inherited from Control.)
⚡	DragOver	Occurs when an object is dragged over the control's bounds. (Inherited from Control.)
⚡	EnabledChanged	Occurs when the Enabled property value has changed. (Inherited from Control.)
⚡	Enter	Occurs when the control is entered. (Inherited from Control.)
⚡	FontChanged	Occurs when the Font property value changes. (Inherited from Control.)
⚡	ForeColorChanged	Occurs when the ForeColor property value changes. (Inherited from Control.)
⚡	FormClosed	Occurs after the form is closed. (Inherited from Form.)
⚡	FormClosing	Occurs before the form is closed. (Inherited from Form.)
⚡	GiveFeedback	Occurs during a drag operation. (Inherited from Control.)
⚡	GotFocus	Occurs when the control receives focus. (Inherited from Control.)
⚡	HandleCreated	Occurs when a handle is created for the control. (Inherited from Control.)
⚡	HandleDestroyed	Occurs when the control's handle is in the process of being destroyed. (Inherited from Control.)
⚡	HelpButtonClicked	Occurs when the Help button is clicked. (Inherited from Form.)

⚡	HelpRequested	Occurs when the user requests help for a control. (Inherited from Control.)
⚡	ImeModeChanged	Occurs when the ImeMode property has changed. (Inherited from Control.)
⚡	InputLanguageChanged	Occurs after the input language of the form has changed. (Inherited from Form.)
⚡	InputLanguageChanging	Occurs when the user attempts to change the input language for the form. (Inherited from Form.)
⚡	Invalidated	Occurs when a control's display requires redrawing. (Inherited from Control.)
⚡	KeyDown	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
⚡	KeyPress	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
⚡	KeyUp	Occurs when a key is released while the control has focus. (Inherited from Control.)
⚡	Layout	Occurs when a control should reposition its child controls. (Inherited from Control.)
⚡	Leave	Occurs when the input focus leaves the control. (Inherited from Control.)
⚡	Load	Occurs before a form is displayed for the first time. (Inherited from Form.)
⚡	LocationChanged	Occurs when the Location property value has changed. (Inherited from Control.)

⚡	LostFocus	Occurs when the control loses focus. (Inherited from Control.)
⚡	MarginChanged	(Inherited from Form.)
⚡	MaximizedBoundsChanged	Occurs when the value of the MaximizedBounds property has changed. (Inherited from Form.)
⚡	MaximumSizeChanged	Occurs when the value of the MaximumSize property has changed. (Inherited from Form.)
⚡	MdiChildActivate	Occurs when a multiple-document interface (MDI) child form is activated or closed within an MDI application. (Inherited from Form.)
⚡	MenuComplete	Occurs when the menu of a form loses focus. (Inherited from Form.)
⚡	MenuStart	Occurs when the menu of a form receives focus. (Inherited from Form.)
⚡	MinimumSizeChanged	Occurs when the value of the MinimumSize property has changed. (Inherited from Form.)
⚡	MouseCaptureChanged	Occurs when the control loses or gains mouse capture. (Inherited from Control.)
⚡	MouseClicked	Occurs when the control is clicked by the mouse. (Inherited from Control.)
⚡	MouseDoubleClick	Occurs when the control is double clicked by the mouse. (Inherited from Control.)
		Occurs when the mouse pointer is over the control and a mouse button

⚡	MouseDown	is pressed. (Inherited from Control.)
⚡	MouseEnter	Occurs when the mouse pointer enters the control. (Inherited from Control.)
⚡	MouseHover	Occurs when the mouse pointer rests on the control. (Inherited from Control.)
⚡	MouseLeave	Occurs when the mouse pointer leaves the control. (Inherited from Control.)
⚡	MouseMove	Occurs when the mouse pointer is moved over the control. (Inherited from Control.)
⚡	MouseUp	Occurs when the mouse pointer is over the control and a mouse button is released. (Inherited from Control.)
⚡	MouseWheel	Occurs when the mouse wheel moves while the control has focus. (Inherited from Control.)
⚡	Move	Occurs when the control is moved. (Inherited from Control.)
⚡	PaddingChanged	Occurs when the control's padding changes. (Inherited from Control.)
⚡	Paint	Occurs when the control is redrawn. (Inherited from Control.)
⚡	ParentChanged	Occurs when the Parent property value changes. (Inherited from Control.)
⚡	PreviewKeyDown	Occurs before the KeyDown event when a key is pressed while focus is on this control. (Inherited from Control.)

⚡	QueryAccessibilityHelp	Occurs when AccessibleObject is providing help to accessibility applications. (Inherited from Control.)
⚡	QueryContinueDrag	Occurs during a drag-and-drop operation and enables the drag source to determine whether the drag-and-drop operation should be canceled. (Inherited from Control.)
⚡	RegionChanged	Occurs when the value of the Region property changes. (Inherited from Control.)
⚡	Resize	Occurs when the control is resized. (Inherited from Control.)
⚡	ResizeBegin	Occurs when a form enters resizing mode. (Inherited from Form.)
⚡	ResizeEnd	Occurs when a form exits resizing mode. (Inherited from Form.)
⚡	RightToLeftChanged	Occurs when the RightToLeft property value changes. (Inherited from Control.)
⚡	RightToLeftLayoutChanged	Occurs after the value of the RightToLeftLayout property changes. (Inherited from Form.)
⚡	Scroll	Occurs when the user or code scrolls through the client area. (Inherited from ScrollableControl.)
⚡	Shown	Occurs whenever the form is first displayed. (Inherited from Form.)
⚡	SizeChanged	Occurs when the Size property value changes. (Inherited from Control.)

	StyleChanged	Occurs when the control style changes. (Inherited from Control.)
	SystemColorsChanged	Occurs when the system colors change. (Inherited from Control.)
	TabIndexChanged	Occurs when the value of the TabIndex property changes. (Inherited from Form.)
	TabStopChanged	(Inherited from Form.)
	TextChanged	Occurs when the Text property value changes. (Inherited from Control.)
	Validated	Occurs when the control is finished validating. (Inherited from Control.)
	Validating	Occurs when the control is validating. (Inherited from Control.)
	VisibleChanged	Occurs when the Visible property value changes. (Inherited from Control.)

## See Also

[GlassForm Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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Vista Bridge Library for Managed code development

GlassWindow Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

WPF Glass Window Inherit from this window class to enable glass on a WPF window

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public class GlassWindow : Window
```

## Visual Basic (Declaration)

```
Public Class GlassWindow _  
    Inherits Window
```

## Visual C++

```
public ref class GlassWindow : public Window
```

## **Remarks**

A windowHandle needs to be set later for glass to work

# **■ Inheritance Hierarchy**

System...:Object

System.Windows.Threading...:DispatcherObject

System.Windows...:DependencyObject

System.Windows.Media...:Visual

System.Windows...:UIElement

System.Windows...:FrameworkElement

System.Windows.Controls...:Control

System.Windows.Controls...:ContentControl

System.Windows...:Window

Microsoft.SDK.Samples.VistaBridge.Dialogs...:GlassWindow

## **See Also**

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
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Vista Bridge Library for Managed code development

GlassWindow Members

[GlassWindow Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#)  
[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [GlassWindow](#) type exposes the following members.

# Constructors

Name	Description
= <a href="#">GlassWindow</a>	Constructor for glass window

# Methods

Name	Description
Activate	(Inherited from Window.)
AddChild	(Inherited from ContentControl.)
<a href="#">AddHandler</a>	Overloaded.
AddLogicalChild	(Inherited from FrameworkElement.)
AddText	(Inherited from ContentControl.)
AddToEventRoute	(Inherited from UIElement.)
AddVisualChild	(Inherited from Visual.)
<a href="#">ApplyAnimationClock</a>	Overloaded.
ApplyTemplate	(Inherited from FrameworkElement.)
Arrange	(Inherited from UIElement.)
ArrangeCore	(Inherited from FrameworkElement.)
ArrangeOverride	(Inherited from Window.)
<a href="#">BeginAnimation</a>	Overloaded.
BeginInit	(Inherited from FrameworkElement.)
<a href="#">BeginStoryboard</a>	Overloaded.
<a href="#">BringIntoView</a>	Overloaded.
CaptureMouse	(Inherited from UIElement.)
CaptureStylus	(Inherited from UIElement.)
CheckAccess	(Inherited from DispatcherObject.)
<a href="#">ClearValue</a>	Overloaded.
Close	(Inherited from Window.)
CoerceValue	(Inherited from DependencyObject.)
DragMove	(Inherited from Window.)
EndInit	(Inherited from FrameworkElement.)
Equals	(Inherited from DependencyObject.)
Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.

	(Inherited from Object.)
FindCommonVisualAncestor	(Inherited from Visual.)
FindName	(Inherited from FrameworkElement.)
FindResource	(Inherited from FrameworkElement.)
Focus	(Inherited from UIElement.)
GetAnimationBaseValue	(Inherited from UIElement.)
GetBindingExpression	(Inherited from FrameworkElement.)
GetHashCode	(Inherited from DependencyObject.)
GetLayoutClip	(Inherited from FrameworkElement.)
GetLocalValueEnumerator	(Inherited from DependencyObject.)
GetTemplateChild	(Inherited from FrameworkElement.)
GetType	Gets the Type of the current instance. (Inherited from Object.)
GetUIParentCore	(Inherited from FrameworkElement.)
GetValue	(Inherited from DependencyObject.)
GetVisualChild	(Inherited from FrameworkElement.)
Hide	(Inherited from Window.)
<a href="#">HitTestCore</a>	Overloaded.
InputHitTest	(Inherited from UIElement.)
InvalidateArrange	(Inherited from UIElement.)
InvalidateMeasure	(Inherited from UIElement.)
InvalidateProperty	(Inherited from DependencyObject.)
InvalidateVisual	(Inherited from UIElement.)
IsAncestorOf	(Inherited from Visual.)
IsDescendantOf	(Inherited from Visual.)
Measure	(Inherited from UIElement.)
MeasureCore	(Inherited from FrameworkElement.)
MeasureOverride	(Inherited from Window.)
MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
MoveFocus	(Inherited from FrameworkElement.)
OnAccessKey	(Inherited from UIElement.)
OnActivated	(Inherited from Window.)

OnApplyTemplate	(Inherited from FrameworkElement.)
OnChildDesiredSizeChanged	(Inherited from UIElement.)
OnClosed	(Inherited from Window.)
OnClosing	(Inherited from Window.)
OnContentChanged	(Inherited from Window.)
OnContentRendered	(Inherited from Window.)
OnContentTemplateChanged	(Inherited from ContentControl.)
OnContentTemplateSelectorChanged	(Inherited from ContentControl.)
OnContextMenuClosing	(Inherited from FrameworkElement.)
OnContextMenuOpening	(Inherited from FrameworkElement.)
OnCreateAutomationPeer	(Inherited from Window.)
OnDeactivated	(Inherited from Window.)
OnDragEnter	(Inherited from UIElement.)
OnDragLeave	(Inherited from UIElement.)
OnDragOver	(Inherited from UIElement.)
OnDrop	(Inherited from UIElement.)
OnGiveFeedback	(Inherited from UIElement.)
OnGotFocus	(Inherited from FrameworkElement.)
OnGotKeyboardFocus	(Inherited from UIElement.)
OnGotMouseCapture	(Inherited from UIElement.)
OnGotStylusCapture	(Inherited from UIElement.)
OnInitialized	(Inherited from FrameworkElement.)
OnIsKeyboardFocusedChanged	(Inherited from UIElement.)
OnIsKeyboardFocusWithinChanged	(Inherited from UIElement.)
OnIsMouseCapturedChanged	(Inherited from UIElement.)
OnIsMouseCaptureWithinChanged	(Inherited from UIElement.)
OnIsMouseDirectlyOverChanged	(Inherited from UIElement.)
OnIsStylusCapturedChanged	(Inherited from UIElement.)
OnIsStylusCaptureWithinChanged	(Inherited from UIElement.)
OnIsStylusDirectlyOverChanged	(Inherited from UIElement.)
OnKeyDown	(Inherited from UIElement.)
OnKeyUp	(Inherited from UIElement.)
OnLocationChanged	(Inherited from Window.)

👉 OnLostFocus	(Inherited from UIElement.)
👉 OnLostKeyboardFocus	(Inherited from UIElement.)
👉 OnLostMouseCapture	(Inherited from UIElement.)
👉 OnLostStylusCapture	(Inherited from UIElement.)
👉 OnMouseDoubleClick	(Inherited from Control.)
👉 OnMouseDown	(Inherited from UIElement.)
👉 OnMouseEnter	(Inherited from UIElement.)
👉 OnMouseLeave	(Inherited from UIElement.)
👉 OnMouseLeftButtonDown	(Inherited from UIElement.)
👉 OnMouseLeftButtonUp	(Inherited from UIElement.)
👉 OnMouseMove	(Inherited from UIElement.)
👉 OnMouseRightButtonDown	(Inherited from UIElement.)
👉 OnMouseRightButtonUp	(Inherited from UIElement.)
👉 OnMouseUp	(Inherited from UIElement.)
👉 OnMouseWheel	(Inherited from UIElement.)
👉 OnPreviewDragEnter	(Inherited from UIElement.)
👉 OnPreviewDragLeave	(Inherited from UIElement.)
👉 OnPreviewDragOver	(Inherited from UIElement.)
👉 OnPreviewDrop	(Inherited from UIElement.)
👉 OnPreviewGiveFeedback	(Inherited from UIElement.)
👉 OnPreviewGotKeyboardFocus	(Inherited from UIElement.)
👉 OnPreviewKeyDown	(Inherited from UIElement.)
👉 OnPreviewKeyUp	(Inherited from UIElement.)
👉 OnPreviewLostKeyboardFocus	(Inherited from UIElement.)
👉 OnPreviewMouseDoubleClick	(Inherited from Control.)
👉 OnPreviewMouseDown	(Inherited from UIElement.)
👉 OnPreviewMouseLeftButtonDown	(Inherited from UIElement.)
👉 OnPreviewMouseLeftButtonUp	(Inherited from UIElement.)
👉 OnPreviewMouseMove	(Inherited from UIElement.)
👉 OnPreviewMouseRightButtonDown	(Inherited from UIElement.)
👉 OnPreviewMouseRightButtonUp	(Inherited from UIElement.)
👉 OnPreviewMouseUp	(Inherited from UIElement.)
👉 OnPreviewMouseWheel	(Inherited from UIElement.)

👉 OnPreviewQueryContinueDrag	(Inherited from UIElement.)
👉 OnPreviewStylusButtonDown	(Inherited from UIElement.)
👉 OnPreviewStylusButtonUp	(Inherited from UIElement.)
👉 OnPreviewStylusDown	(Inherited from UIElement.)
👉 OnPreviewStylusInAirMove	(Inherited from UIElement.)
👉 OnPreviewStylusInRange	(Inherited from UIElement.)
👉 OnPreviewStylusMove	(Inherited from UIElement.)
👉 OnPreviewStylusOutOfRange	(Inherited from UIElement.)
👉 OnPreviewStylusSystemGesture	(Inherited from UIElement.)
👉 OnPreviewStylusUp	(Inherited from UIElement.)
👉 OnPreviewTextInput	(Inherited from UIElement.)
👉 OnPropertyChanged	(Inherited from FrameworkElement.)
👉 OnQueryContinueDrag	(Inherited from UIElement.)
👉 OnQueryCursor	(Inherited from UIElement.)
👉 OnRender	(Inherited from UIElement.)
👉 OnRenderSizeChanged	(Inherited from FrameworkElement.)
	OnSourceInitialized Override
	SourceInitialized to initialize windowHa
	for this window. A valid windowHandle
	available only after the sourceInitialized
	completed
	(Overrides
	Window.....OnSourceInitialized(EventA
👉 <a href="#">OnSourceInitialized</a>	(Inherited from Window.)
👉 OnStateChanged	(Inherited from FrameworkElement.)
👉 OnStyleChanged	(Inherited from UIElement.)
👉 OnStylusButtonDown	(Inherited from UIElement.)
👉 OnStylusButtonUp	(Inherited from UIElement.)
👉 OnStylusDown	(Inherited from UIElement.)
👉 OnStylusEnter	(Inherited from UIElement.)
👉 OnStylusInAirMove	(Inherited from UIElement.)
👉 OnStylusInRange	(Inherited from UIElement.)
👉 OnStylusLeave	(Inherited from UIElement.)
👉 OnStylusMove	(Inherited from UIElement.)
👉 OnStylusOutOfRange	(Inherited from UIElement.)

OnStylusSystemGesture	(Inherited from UIElement.)
OnStylusUp	(Inherited from UIElement.)
OnTemplateChanged	(Inherited from Control.)
OnTextInput	(Inherited from UIElement.)
OnToolTipClosing	(Inherited from FrameworkElement.)
OnToolTipOpening	(Inherited from FrameworkElement.)
OnVisualChildrenChanged	(Inherited from Visual.)
OnVisualParentChanged	(Inherited from Window.)
ParentLayoutInvalidated	(Inherited from FrameworkElement.)
PointFromScreen	(Inherited from Visual.)
PointToScreen	(Inherited from Visual.)
PredictFocus	(Inherited from FrameworkElement.)
RaiseEvent	(Inherited from UIElement.)
ReadLocalValue	(Inherited from DependencyObject.)
RegisterName	(Inherited from FrameworkElement.)
ReleaseMouseCapture	(Inherited from UIElement.)
ReleaseStylusCapture	(Inherited from UIElement.)
RemoveHandler	(Inherited from UIElement.)
RemoveLogicalChild	(Inherited from FrameworkElement.)
RemoveVisualChild	(Inherited from Visual.)
<a href="#">SetBinding</a>	Overloaded.
SetResourceReference	(Inherited from FrameworkElement.)
<a href="#">SetValue</a>	Overloaded.
ShouldSerializeCommandBindings	(Inherited from UIElement.)
ShouldSerializeContent	(Inherited from ContentControl.)
ShouldSerializeInputBindings	(Inherited from UIElement.)
ShouldSerializeProperty	(Inherited from DependencyObject.)
ShouldSerializeResources	(Inherited from FrameworkElement.)
ShouldSerializeStyle	(Inherited from FrameworkElement.)
ShouldSerializeTriggers	(Inherited from FrameworkElement.)
Show	(Inherited from Window.)
ShowDialog	(Inherited from Window.)
ToString	(Inherited from Control.)

◆ <a href="#">TransformToAncestor</a>	Overloaded.
◆ TransformToDescendant	(Inherited from Visual.)
◆ TransformToVisual	(Inherited from Visual.)
◆ TranslatePoint	(Inherited from UIElement.)
◆ TryFindResource	(Inherited from FrameworkElement.)
◆ UnregisterName	(Inherited from FrameworkElement.)
◆ UpdateLayout	(Inherited from UIElement.)
◆ VerifyAccess	(Inherited from DispatcherObject.)

# Properties

	<b>Name</b>	<b>Description</b>
	ActualHeight	(Inherited from FrameworkElement.)
	ActualWidth	(Inherited from FrameworkElement.)
	AllowDrop	(Inherited from UIElement.)
	AllowsTransparency	(Inherited from Window.)
	Background	(Inherited from Control.)
	BitmapEffect	(Inherited from UIElement.)
	BitmapEffectInput	(Inherited from UIElement.)
	BorderBrush	(Inherited from Control.)
	BorderThickness	(Inherited from Control.)
	Clip	(Inherited from UIElement.)
	ClipToBounds	(Inherited from UIElement.)
	CommandBindings	(Inherited from UIElement.)
	Content	(Inherited from ContentControl.)
	ContentTemplate	(Inherited from ContentControl.)
	ContentTemplateSelector	(Inherited from ContentControl.)
	ContextMenu	(Inherited from FrameworkElement.)
	Cursor	(Inherited from FrameworkElement.)
	DataContext	(Inherited from FrameworkElement.)
	DefaultStyleKey	(Inherited from FrameworkElement.)
	DependencyObjectType	(Inherited from DependencyObject.)
	DesiredSize	(Inherited from UIElement.)
	DialogResult	(Inherited from Window.)
	Dispatcher	(Inherited from DispatcherObject.)
	FlowDirection	(Inherited from FrameworkElement.)
	Focusable	(Inherited from UIElement.)
	FocusVisualStyle	(Inherited from FrameworkElement.)
	FontFamily	(Inherited from Control.)
	FontSize	(Inherited from Control.)

	FontStretch	(Inherited from Control.)
	FontStyle	(Inherited from Control.)
	FontWeight	(Inherited from Control.)
	ForceCursor	(Inherited from FrameworkElement.)
	Foreground	(Inherited from Control.)
	FrameThickness	Extends the Frame(Non Client Area) of the Window into client area Thickness should be integer values only
	<a href="#">FrameThickness</a>	
	HandlesScrolling	(Inherited from Control.)
	HasAnimatedProperties	(Inherited from UIElement.)
	HasContent	(Inherited from ContentControl.)
	Height	(Inherited from FrameworkElement.)
	HorizontalAlignment	(Inherited from FrameworkElement.)
	HorizontalContentAlignment	(Inherited from Control.)
	Icon	(Inherited from Window.)
	InheritanceBehavior	(Inherited from FrameworkElement.)
	InputBindings	(Inherited from UIElement.)
	InputScope	(Inherited from FrameworkElement.)
	IsActive	(Inherited from Window.)
	IsArrangeValid	(Inherited from UIElement.)
	IsEnabled	(Inherited from UIElement.)
	IsEnabledCore	(Inherited from UIElement.)
	IsFocused	(Inherited from UIElement.)
	<a href="#">IsGlassEnabled</a>	Enables glass of the entire client area
	IsHitTestVisible	(Inherited from UIElement.)
	IsInitialized	(Inherited from FrameworkElement.)
	IsInputMethodEnabled	(Inherited from UIElement.)
	IsKeyboardFocused	(Inherited from UIElement.)
	IsKeyboardFocusWithin	(Inherited from UIElement.)
	IsLoaded	(Inherited from FrameworkElement.)
	IsMeasureValid	(Inherited from UIElement.)
	IsMouseCaptured	(Inherited from UIElement.)

	IsMouseCaptureWithin	(Inherited from UIElement.)
	IsMouseDirectlyOver	(Inherited from UIElement.)
	IsMouseOver	(Inherited from UIElement.)
	IsSealed	(Inherited from DependencyObject.)
	IsStylusCaptured	(Inherited from UIElement.)
	IsStylusCaptureWithin	(Inherited from UIElement.)
	IsStylusDirectlyOver	(Inherited from UIElement.)
	IsStylusOver	(Inherited from UIElement.)
	IsTabStop	(Inherited from Control.)
	IsVisible	(Inherited from UIElement.)
	Language	(Inherited from FrameworkElement.)
	LayoutTransform	(Inherited from FrameworkElement.)
	Left	(Inherited from Window.)
	LogicalChildren	(Inherited from Window.)
	Margin	(Inherited from FrameworkElement.)
	MaxHeight	(Inherited from FrameworkElement.)
	MaxWidth	(Inherited from FrameworkElement.)
	MinHeight	(Inherited from FrameworkElement.)
	MinWidth	(Inherited from FrameworkElement.)
	Name	(Inherited from FrameworkElement.)
	Opacity	(Inherited from UIElement.)
	OpacityMask	(Inherited from UIElement.)
	OverridesDefaultStyle	(Inherited from FrameworkElement.)
	OwnedWindows	(Inherited from Window.)
	Owner	(Inherited from Window.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from FrameworkElement.)
	PersistId	<b>Obsolete.</b> (Inherited from UIElement.)
	RenderSize	(Inherited from UIElement.)
	RenderTransform	(Inherited from UIElement.)
	RenderTransformOrigin	(Inherited from UIElement.)
	ResizeMode	(Inherited from Window.)
	Resources	(Inherited from FrameworkElement.)

	RestoreBounds	(Inherited from Window.)
	ShowInTaskbar	(Inherited from Window.)
	SizeToContent	(Inherited from Window.)
	SnapsToDevicePixels	(Inherited from UIElement.)
	Style	(Inherited from FrameworkElement.)
	StylusPlugIns	(Inherited from UIElement.)
	TabIndex	(Inherited from Control.)
	Tag	(Inherited from FrameworkElement.)
	Template	(Inherited from Control.)
	TemplatedParent	(Inherited from FrameworkElement.)
	Title	(Inherited from Window.)
	ToolTip	(Inherited from FrameworkElement.)
	Top	(Inherited from Window.)
	Topmost	(Inherited from Window.)
	Triggers	(Inherited from FrameworkElement.)
	VerticalAlignment	(Inherited from FrameworkElement.)
	VerticalContentAlignment	(Inherited from Control.)
	Visibility	(Inherited from UIElement.)
	VisualBitmapEffect	(Inherited from Visual.)
	VisualBitmapEffectInput	(Inherited from Visual.)
	VisualBitmapScalingMode	(Inherited from Visual.)
	VisualChildrenCount	(Inherited from FrameworkElement.)
	VisualClip	(Inherited from Visual.)
	VisualEdgeMode	(Inherited from Visual.)
	VisualOffset	(Inherited from Visual.)
	VisualOpacity	(Inherited from Visual.)
	VisualOpacityMask	(Inherited from Visual.)
	VisualParent	(Inherited from Visual.)
	VisualTransform	(Inherited from Visual.)
	VisualXSnappingGuidelines	(Inherited from Visual.)
	VisualYSnappingGuidelines	(Inherited from Visual.)
	Width	(Inherited from FrameworkElement.)



WindowStartupLocation

(Inherited from Window.)



WindowState

(Inherited from Window.)



WindowStyle

(Inherited from Window.)

# Events

	<b>Name</b>	<b>Description</b>
⚡	Activated	(Inherited from Window.)
⚡	Closed	(Inherited from Window.)
⚡	Closing	(Inherited from Window.)
⚡	ContentRendered	(Inherited from Window.)
⚡	ContextMenuClosing	(Inherited from FrameworkElement.)
⚡	ContextMenuOpening	(Inherited from FrameworkElement.)
⚡	DataContextChanged	(Inherited from FrameworkElement.)
⚡	Deactivated	(Inherited from Window.)
⚡	DragEnter	(Inherited from UIElement.)
⚡	DragLeave	(Inherited from UIElement.)
⚡	DragOver	(Inherited from UIElement.)
⚡	Drop	(Inherited from UIElement.)
⚡	FocusableChanged	(Inherited from UIElement.)
⚡	GiveFeedback	(Inherited from UIElement.)
⚡	GotFocus	(Inherited from UIElement.)
⚡	GotKeyboardFocus	(Inherited from UIElement.)
⚡	GotMouseCapture	(Inherited from UIElement.)
⚡	GotStylusCapture	(Inherited from UIElement.)
⚡	Initialized	(Inherited from FrameworkElement.)
⚡	IsEnabledChanged	(Inherited from UIElement.)
⚡	IsHitTestVisibleChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusedChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusWithinChanged	(Inherited from UIElement.)
⚡	IsMouseCapturedChanged	(Inherited from UIElement.)
⚡	IsMouseCaptureWithinChanged	(Inherited from UIElement.)
⚡	IsMouseDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsStylusCapturedChanged	(Inherited from UIElement.)
⚡	IsStylusCaptureWithinChanged	(Inherited from UIElement.)

⚡	IsStylusDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsVisibleChanged	(Inherited from UIElement.)
⚡	KeyDown	(Inherited from UIElement.)
⚡	KeyUp	(Inherited from UIElement.)
⚡	LayoutUpdated	(Inherited from UIElement.)
⚡	Loaded	(Inherited from FrameworkElement.)
⚡	LocationChanged	(Inherited from Window.)
⚡	LostFocus	(Inherited from UIElement.)
⚡	LostKeyboardFocus	(Inherited from UIElement.)
⚡	LostMouseCapture	(Inherited from UIElement.)
⚡	LostStylusCapture	(Inherited from UIElement.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from UIElement.)
⚡	MouseEnter	(Inherited from UIElement.)
⚡	MouseLeave	(Inherited from UIElement.)
⚡	MouseLeftButtonDown	(Inherited from UIElement.)
⚡	MouseLeftButtonUp	(Inherited from UIElement.)
⚡	MouseMove	(Inherited from UIElement.)
⚡	MouseRightButtonDown	(Inherited from UIElement.)
⚡	MouseRightButtonUp	(Inherited from UIElement.)
⚡	MouseUp	(Inherited from UIElement.)
⚡	MouseWheel	(Inherited from UIElement.)
⚡	PreviewDragEnter	(Inherited from UIElement.)
⚡	PreviewDragLeave	(Inherited from UIElement.)
⚡	PreviewDragOver	(Inherited from UIElement.)
⚡	PreviewDrop	(Inherited from UIElement.)
⚡	PreviewGiveFeedback	(Inherited from UIElement.)
⚡	PreviewGotKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewKeyDown	(Inherited from UIElement.)
⚡	PreviewKeyUp	(Inherited from UIElement.)
⚡	PreviewLostKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewMouseDoubleClick	(Inherited from Control.)

⚡	PreviewMouseDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseMove	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseUp	(Inherited from UIElement.)
⚡	PreviewMouseWheel	(Inherited from UIElement.)
⚡	PreviewQueryContinueDrag	(Inherited from UIElement.)
⚡	PreviewStylusButtonDown	(Inherited from UIElement.)
⚡	PreviewStylusButtonUp	(Inherited from UIElement.)
⚡	PreviewStylusDown	(Inherited from UIElement.)
⚡	PreviewStylusInAirMove	(Inherited from UIElement.)
⚡	PreviewStylusInRange	(Inherited from UIElement.)
⚡	PreviewStylusMove	(Inherited from UIElement.)
⚡	PreviewStylusOutOfRange	(Inherited from UIElement.)
⚡	PreviewStylusSystemGesture	(Inherited from UIElement.)
⚡	PreviewStylusUp	(Inherited from UIElement.)
⚡	PreviewTextInput	(Inherited from UIElement.)
⚡	QueryContinueDrag	(Inherited from UIElement.)
⚡	QueryCursor	(Inherited from UIElement.)
⚡	RequestBringIntoView	(Inherited from FrameworkElement.)
⚡	SizeChanged	(Inherited from FrameworkElement.)
⚡	SourceInitialized	(Inherited from Window.)
⚡	SourceUpdated	(Inherited from FrameworkElement.)
⚡	StateChanged	(Inherited from Window.)
⚡	StylusButtonDown	(Inherited from UIElement.)
⚡	StylusButtonUp	(Inherited from UIElement.)
⚡	StylusDown	(Inherited from UIElement.)
⚡	StylusEnter	(Inherited from UIElement.)
⚡	StylusInAirMove	(Inherited from UIElement.)
⚡	StylusInRange	(Inherited from UIElement.)

⚡	StylusLeave	(Inherited from UIElement.)
⚡	StylusMove	(Inherited from UIElement.)
⚡	StylusOutOfRange	(Inherited from UIElement.)
⚡	StylusSystemGesture	(Inherited from UIElement.)
⚡	StylusUp	(Inherited from UIElement.)
⚡	TargetUpdated	(Inherited from FrameworkElement.)
⚡	TextInput	(Inherited from UIElement.)
⚡	ToolTipClosing	(Inherited from FrameworkElement.)
⚡	ToolTipOpening	(Inherited from FrameworkElement.)
⚡	Unloaded	(Inherited from FrameworkElement.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IAddChild...::AddChild	(Inherited from ContentControl.)
	IAddChild...::AddText	(Inherited from ContentControl.)

## See Also

[GlassWindow Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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C#  Visual Basic

Visual C++

XAML

Vista Bridge Library for Managed code development

GlassWindow Constructor

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Constructor for glass window

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public GlassWindow()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
GlassWindow()
```

## **Remarks**

A windowHandle needs to be set later for glass to work

## See Also

[GlassWindow Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

Vista Bridge Library for Managed code development

GlassWindow Methods

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [GlassWindow](#) type exposes the following members.

# Methods

Name	Description
Activate	(Inherited from Window.)
AddChild	(Inherited from ContentControl.)
<a href="#">AddHandler</a>	Overloaded.
AddLogicalChild	(Inherited from FrameworkElement.)
AddText	(Inherited from ContentControl.)
AddToEventRoute	(Inherited from UIElement.)
AddVisualChild	(Inherited from Visual.)
<a href="#">ApplyAnimationClock</a>	Overloaded.
ApplyTemplate	(Inherited from FrameworkElement.)
Arrange	(Inherited from UIElement.)
ArrangeCore	(Inherited from FrameworkElement.)
ArrangeOverride	(Inherited from Window.)
<a href="#">BeginAnimation</a>	Overloaded.
BeginInit	(Inherited from FrameworkElement.)
<a href="#">BeginStoryboard</a>	Overloaded.
<a href="#">BringIntoView</a>	Overloaded.
CaptureMouse	(Inherited from UIElement.)
CaptureStylus	(Inherited from UIElement.)
CheckAccess	(Inherited from DispatcherObject.)
<a href="#">ClearValue</a>	Overloaded.
Close	(Inherited from Window.)
CoerceValue	(Inherited from DependencyObject.)
DragMove	(Inherited from Window.)
EndInit	(Inherited from FrameworkElement.)
Equals	(Inherited from DependencyObject.)
Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.

	(Inherited from Object.)
FindCommonVisualAncestor	(Inherited from Visual.)
FindName	(Inherited from FrameworkElement.)
FindResource	(Inherited from FrameworkElement.)
Focus	(Inherited from UIElement.)
GetAnimationBaseValue	(Inherited from UIElement.)
GetBindingExpression	(Inherited from FrameworkElement.)
GetHashCode	(Inherited from DependencyObject.)
GetLayoutClip	(Inherited from FrameworkElement.)
GetLocalValueEnumerator	(Inherited from DependencyObject.)
GetTemplateChild	(Inherited from FrameworkElement.)
GetType	Gets the Type of the current instance. (Inherited from Object.)
GetUIParentCore	(Inherited from FrameworkElement.)
GetValue	(Inherited from DependencyObject.)
GetVisualChild	(Inherited from FrameworkElement.)
Hide	(Inherited from Window.)
<a href="#">HitTestCore</a>	Overloaded.
InputHitTest	(Inherited from UIElement.)
InvalidateArrange	(Inherited from UIElement.)
InvalidateMeasure	(Inherited from UIElement.)
InvalidateProperty	(Inherited from DependencyObject.)
InvalidateVisual	(Inherited from UIElement.)
IsAncestorOf	(Inherited from Visual.)
IsDescendantOf	(Inherited from Visual.)
Measure	(Inherited from UIElement.)
MeasureCore	(Inherited from FrameworkElement.)
MeasureOverride	(Inherited from Window.)
MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
MoveFocus	(Inherited from FrameworkElement.)
OnAccessKey	(Inherited from UIElement.)
OnActivated	(Inherited from Window.)

OnApplyTemplate	(Inherited from FrameworkElement.)
OnChildDesiredSizeChanged	(Inherited from UIElement.)
OnClosed	(Inherited from Window.)
OnClosing	(Inherited from Window.)
OnContentChanged	(Inherited from Window.)
OnContentRendered	(Inherited from Window.)
OnContentTemplateChanged	(Inherited from ContentControl.)
OnContentTemplateSelectorChanged	(Inherited from ContentControl.)
OnContextMenuClosing	(Inherited from FrameworkElement.)
OnContextMenuOpening	(Inherited from FrameworkElement.)
OnCreateAutomationPeer	(Inherited from Window.)
OnDeactivated	(Inherited from Window.)
OnDragEnter	(Inherited from UIElement.)
OnDragLeave	(Inherited from UIElement.)
OnDragOver	(Inherited from UIElement.)
OnDrop	(Inherited from UIElement.)
OnGiveFeedback	(Inherited from UIElement.)
OnGotFocus	(Inherited from FrameworkElement.)
OnGotKeyboardFocus	(Inherited from UIElement.)
OnGotMouseCapture	(Inherited from UIElement.)
OnGotStylusCapture	(Inherited from UIElement.)
OnInitialized	(Inherited from FrameworkElement.)
OnIsKeyboardFocusedChanged	(Inherited from UIElement.)
OnIsKeyboardFocusWithinChanged	(Inherited from UIElement.)
OnIsMouseCapturedChanged	(Inherited from UIElement.)
OnIsMouseCaptureWithinChanged	(Inherited from UIElement.)
OnIsMouseDirectlyOverChanged	(Inherited from UIElement.)
OnIsStylusCapturedChanged	(Inherited from UIElement.)
OnIsStylusCaptureWithinChanged	(Inherited from UIElement.)
OnIsStylusDirectlyOverChanged	(Inherited from UIElement.)
OnKeyDown	(Inherited from UIElement.)
OnKeyUp	(Inherited from UIElement.)
OnLocationChanged	(Inherited from Window.)

👉 OnLostFocus	(Inherited from UIElement.)
👉 OnLostKeyboardFocus	(Inherited from UIElement.)
👉 OnLostMouseCapture	(Inherited from UIElement.)
👉 OnLostStylusCapture	(Inherited from UIElement.)
👉 OnMouseDoubleClick	(Inherited from Control.)
👉 OnMouseDown	(Inherited from UIElement.)
👉 OnMouseEnter	(Inherited from UIElement.)
👉 OnMouseLeave	(Inherited from UIElement.)
👉 OnMouseLeftButtonDown	(Inherited from UIElement.)
👉 OnMouseLeftButtonUp	(Inherited from UIElement.)
👉 OnMouseMove	(Inherited from UIElement.)
👉 OnMouseRightButtonDown	(Inherited from UIElement.)
👉 OnMouseRightButtonUp	(Inherited from UIElement.)
👉 OnMouseUp	(Inherited from UIElement.)
👉 OnMouseWheel	(Inherited from UIElement.)
👉 OnPreviewDragEnter	(Inherited from UIElement.)
👉 OnPreviewDragLeave	(Inherited from UIElement.)
👉 OnPreviewDragOver	(Inherited from UIElement.)
👉 OnPreviewDrop	(Inherited from UIElement.)
👉 OnPreviewGiveFeedback	(Inherited from UIElement.)
👉 OnPreviewGotKeyboardFocus	(Inherited from UIElement.)
👉 OnPreviewKeyDown	(Inherited from UIElement.)
👉 OnPreviewKeyUp	(Inherited from UIElement.)
👉 OnPreviewLostKeyboardFocus	(Inherited from UIElement.)
👉 OnPreviewMouseDoubleClick	(Inherited from Control.)
👉 OnPreviewMouseDown	(Inherited from UIElement.)
👉 OnPreviewMouseLeftButtonDown	(Inherited from UIElement.)
👉 OnPreviewMouseLeftButtonUp	(Inherited from UIElement.)
👉 OnPreviewMouseMove	(Inherited from UIElement.)
👉 OnPreviewMouseRightButtonDown	(Inherited from UIElement.)
👉 OnPreviewMouseRightButtonUp	(Inherited from UIElement.)
👉 OnPreviewMouseUp	(Inherited from UIElement.)
👉 OnPreviewMouseWheel	(Inherited from UIElement.)

👉 OnPreviewQueryContinueDrag	(Inherited from UIElement.)
👉 OnPreviewStylusButtonDown	(Inherited from UIElement.)
👉 OnPreviewStylusButtonUp	(Inherited from UIElement.)
👉 OnPreviewStylusDown	(Inherited from UIElement.)
👉 OnPreviewStylusInAirMove	(Inherited from UIElement.)
👉 OnPreviewStylusInRange	(Inherited from UIElement.)
👉 OnPreviewStylusMove	(Inherited from UIElement.)
👉 OnPreviewStylusOutOfRange	(Inherited from UIElement.)
👉 OnPreviewStylusSystemGesture	(Inherited from UIElement.)
👉 OnPreviewStylusUp	(Inherited from UIElement.)
👉 OnPreviewTextInput	(Inherited from UIElement.)
👉 OnPropertyChanged	(Inherited from FrameworkElement.)
👉 OnQueryContinueDrag	(Inherited from UIElement.)
👉 OnQueryCursor	(Inherited from UIElement.)
👉 OnRender	(Inherited from UIElement.)
👉 OnRenderSizeChanged	(Inherited from FrameworkElement.)
	OnSourceInitialized Override
	SourceInitialized to initialize windowHa
	for this window. A valid windowHandle
	available only after the sourceInitialized
	completed
	(Overrides
	Window.....OnSourceInitialized(EventA
👉 <a href="#">OnSourceInitialized</a>	(Inherited from Window.)
👉 OnStateChanged	(Inherited from FrameworkElement.)
👉 OnStyleChanged	(Inherited from UIElement.)
👉 OnStylusButtonDown	(Inherited from UIElement.)
👉 OnStylusButtonUp	(Inherited from UIElement.)
👉 OnStylusDown	(Inherited from UIElement.)
👉 OnStylusEnter	(Inherited from UIElement.)
👉 OnStylusInAirMove	(Inherited from UIElement.)
👉 OnStylusInRange	(Inherited from UIElement.)
👉 OnStylusLeave	(Inherited from UIElement.)
👉 OnStylusMove	(Inherited from UIElement.)
👉 OnStylusOutOfRange	(Inherited from UIElement.)

OnStylusSystemGesture	(Inherited from UIElement.)
OnStylusUp	(Inherited from UIElement.)
OnTemplateChanged	(Inherited from Control.)
OnTextInput	(Inherited from UIElement.)
OnToolTipClosing	(Inherited from FrameworkElement.)
OnToolTipOpening	(Inherited from FrameworkElement.)
OnVisualChildrenChanged	(Inherited from Visual.)
OnVisualParentChanged	(Inherited from Window.)
ParentLayoutInvalidated	(Inherited from FrameworkElement.)
PointFromScreen	(Inherited from Visual.)
PointToScreen	(Inherited from Visual.)
PredictFocus	(Inherited from FrameworkElement.)
RaiseEvent	(Inherited from UIElement.)
ReadLocalValue	(Inherited from DependencyObject.)
RegisterName	(Inherited from FrameworkElement.)
ReleaseMouseCapture	(Inherited from UIElement.)
ReleaseStylusCapture	(Inherited from UIElement.)
RemoveHandler	(Inherited from UIElement.)
RemoveLogicalChild	(Inherited from FrameworkElement.)
RemoveVisualChild	(Inherited from Visual.)
<a href="#">SetBinding</a>	Overloaded.
SetResourceReference	(Inherited from FrameworkElement.)
<a href="#">SetValue</a>	Overloaded.
ShouldSerializeCommandBindings	(Inherited from UIElement.)
ShouldSerializeContent	(Inherited from ContentControl.)
ShouldSerializeInputBindings	(Inherited from UIElement.)
ShouldSerializeProperty	(Inherited from DependencyObject.)
ShouldSerializeResources	(Inherited from FrameworkElement.)
ShouldSerializeStyle	(Inherited from FrameworkElement.)
ShouldSerializeTriggers	(Inherited from FrameworkElement.)
Show	(Inherited from Window.)
ShowDialog	(Inherited from Window.)
ToString	(Inherited from Control.)

◆ <a href="#">TransformToAncestor</a>	Overloaded.
◆ TransformToDescendant	(Inherited from Visual.)
◆ TransformToVisual	(Inherited from Visual.)
◆ TranslatePoint	(Inherited from UIElement.)
◆ TryFindResource	(Inherited from FrameworkElement.)
◆ UnregisterName	(Inherited from FrameworkElement.)
◆ UpdateLayout	(Inherited from UIElement.)
◆ VerifyAccess	(Inherited from DispatcherObject.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IAddChild...::AddChild	(Inherited from ContentControl.)
	IAddChild...::AddText	(Inherited from ContentControl.)

## See Also

[GlassWindow Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:AddHandler Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	AddHandler(RoutedEvent, Delegate)	(Inherited from UIElement.)
	AddHandler(RoutedEvent, Delegate, Boolean)	(Inherited from UIElement.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:ApplyAnimationClock Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	ApplyAnimationClock(DependencyProperty, AnimationClock)	(Inherited from UIElement.)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)	(Inherited from UIElement.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:BeginAnimation Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	BeginAnimation(DependencyProperty, AnimationTimeline)	(Inherited from UIElement.)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)	(Inherited from UIElement.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:BeginStoryboard Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	BeginInitStoryboard(Storyboard)	(Inherited from FrameworkElement.)
	BeginInitStoryboard(Storyboard, HandoffBehavior)	(Inherited from FrameworkElement.)
	BeginInitStoryboard(Storyboard, HandoffBehavior, Boolean)	(Inherited from FrameworkElement.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:BringIntoView Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	BringIntoView()	(Inherited from FrameworkElement.)
◆	BringIntoView(Rect)	(Inherited from FrameworkElement.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:ClearValue Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	ClearValue(DependencyProperty)	(Inherited from DependencyObject.)
◆	ClearValue(DependencyPropertyKey)	(Inherited from DependencyObject.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:HitTestCore Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	HitTestCore(PointHitTestParameters)	(Inherited from UIElement.)
	HitTestCore(GeometryHitTestParameters)	(Inherited from UIElement.)

## See Also

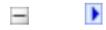
[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:OnSourceInitialized Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

OnSourceInitialized Override SourceInitialized to initialize windowHandle for this window. A valid windowHandle is available only after the sourceInitialized is completed

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
protected override void OnSourceInitialized(  
    EventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overrides Sub OnSourceInitialized ( _  
    e As EventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnSourceInitialized(  
    EventArgs^ e  
) override
```

## Parameters

e  
Type: System...:EventArgs  
EventArgs

## See Also

[GlassWindow Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:SetBinding Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetBinding(DependencyProperty, BindingBase)	(Inherited from FrameworkElement.)
	SetBinding(DependencyProperty, String)	(Inherited from FrameworkElement.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:SetValue Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetValue(DependencyProperty, Object)	(Inherited from DependencyObject.)
	SetValue(DependencyPropertyKey, Object)	(Inherited from DependencyObject.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:TransformToAncestor Method

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	TransformToAncestor(Visual)	(Inherited from Visual.)
◆	TransformToAncestor(Visual3D)	(Inherited from Visual.)

## See Also

[GlassWindow Class](#)

[GlassWindow Members](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow Properties

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [GlassWindow](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	ActualHeight	(Inherited from FrameworkElement.)
	ActualWidth	(Inherited from FrameworkElement.)
	AllowDrop	(Inherited from UIElement.)
	AllowsTransparency	(Inherited from Window.)
	Background	(Inherited from Control.)
	BitmapEffect	(Inherited from UIElement.)
	BitmapEffectInput	(Inherited from UIElement.)
	BorderBrush	(Inherited from Control.)
	BorderThickness	(Inherited from Control.)
	Clip	(Inherited from UIElement.)
	ClipToBounds	(Inherited from UIElement.)
	CommandBindings	(Inherited from UIElement.)
	Content	(Inherited from ContentControl.)
	ContentTemplate	(Inherited from ContentControl.)
	ContentTemplateSelector	(Inherited from ContentControl.)
	ContextMenu	(Inherited from FrameworkElement.)
	Cursor	(Inherited from FrameworkElement.)
	DataContext	(Inherited from FrameworkElement.)
	DefaultStyleKey	(Inherited from FrameworkElement.)
	DependencyObjectType	(Inherited from DependencyObject.)
	DesiredSize	(Inherited from UIElement.)
	DialogResult	(Inherited from Window.)
	Dispatcher	(Inherited from DispatcherObject.)
	FlowDirection	(Inherited from FrameworkElement.)
	Focusable	(Inherited from UIElement.)
	FocusVisualStyle	(Inherited from FrameworkElement.)
	FontFamily	(Inherited from Control.)
	FontSize	(Inherited from Control.)

	FontStretch	(Inherited from Control.)
	FontStyle	(Inherited from Control.)
	FontWeight	(Inherited from Control.)
	ForceCursor	(Inherited from FrameworkElement.)
	Foreground	(Inherited from Control.)
	FrameThickness	Extends the Frame(Non Client Area) of the Window into client area Thickness should be integer values only
	<a href="#">FrameThickness</a>	
	HandlesScrolling	(Inherited from Control.)
	HasAnimatedProperties	(Inherited from UIElement.)
	HasContent	(Inherited from ContentControl.)
	Height	(Inherited from FrameworkElement.)
	HorizontalAlignment	(Inherited from FrameworkElement.)
	HorizontalContentAlignment	(Inherited from Control.)
	Icon	(Inherited from Window.)
	InheritanceBehavior	(Inherited from FrameworkElement.)
	InputBindings	(Inherited from UIElement.)
	InputScope	(Inherited from FrameworkElement.)
	IsActive	(Inherited from Window.)
	IsArrangeValid	(Inherited from UIElement.)
	IsEnabled	(Inherited from UIElement.)
	IsEnabledCore	(Inherited from UIElement.)
	IsFocused	(Inherited from UIElement.)
	<a href="#">IsGlassEnabled</a>	Enables glass of the entire client area
	IsHitTestVisible	(Inherited from UIElement.)
	IsInitialized	(Inherited from FrameworkElement.)
	IsInputMethodEnabled	(Inherited from UIElement.)
	IsKeyboardFocused	(Inherited from UIElement.)
	IsKeyboardFocusWithin	(Inherited from UIElement.)
	IsLoaded	(Inherited from FrameworkElement.)
	IsMeasureValid	(Inherited from UIElement.)
	IsMouseCaptured	(Inherited from UIElement.)

	IsMouseCaptureWithin	(Inherited from UIElement.)
	IsMouseDirectlyOver	(Inherited from UIElement.)
	IsMouseOver	(Inherited from UIElement.)
	IsSealed	(Inherited from DependencyObject.)
	IsStylusCaptured	(Inherited from UIElement.)
	IsStylusCaptureWithin	(Inherited from UIElement.)
	IsStylusDirectlyOver	(Inherited from UIElement.)
	IsStylusOver	(Inherited from UIElement.)
	IsTabStop	(Inherited from Control.)
	IsVisible	(Inherited from UIElement.)
	Language	(Inherited from FrameworkElement.)
	LayoutTransform	(Inherited from FrameworkElement.)
	Left	(Inherited from Window.)
	LogicalChildren	(Inherited from Window.)
	Margin	(Inherited from FrameworkElement.)
	MaxHeight	(Inherited from FrameworkElement.)
	MaxWidth	(Inherited from FrameworkElement.)
	MinHeight	(Inherited from FrameworkElement.)
	MinWidth	(Inherited from FrameworkElement.)
	Name	(Inherited from FrameworkElement.)
	Opacity	(Inherited from UIElement.)
	OpacityMask	(Inherited from UIElement.)
	OverridesDefaultStyle	(Inherited from FrameworkElement.)
	OwnedWindows	(Inherited from Window.)
	Owner	(Inherited from Window.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from FrameworkElement.)
	PersistId	<b>Obsolete.</b> (Inherited from UIElement.)
	RenderSize	(Inherited from UIElement.)
	RenderTransform	(Inherited from UIElement.)
	RenderTransformOrigin	(Inherited from UIElement.)
	ResizeMode	(Inherited from Window.)
	Resources	(Inherited from FrameworkElement.)

	RestoreBounds	(Inherited from Window.)
	ShowInTaskbar	(Inherited from Window.)
	SizeToContent	(Inherited from Window.)
	SnapsToDevicePixels	(Inherited from UIElement.)
	Style	(Inherited from FrameworkElement.)
	StylusPlugIns	(Inherited from UIElement.)
	TabIndex	(Inherited from Control.)
	Tag	(Inherited from FrameworkElement.)
	Template	(Inherited from Control.)
	TemplatedParent	(Inherited from FrameworkElement.)
	Title	(Inherited from Window.)
	ToolTip	(Inherited from FrameworkElement.)
	Top	(Inherited from Window.)
	Topmost	(Inherited from Window.)
	Triggers	(Inherited from FrameworkElement.)
	VerticalAlignment	(Inherited from FrameworkElement.)
	VerticalContentAlignment	(Inherited from Control.)
	Visibility	(Inherited from UIElement.)
	VisualBitmapEffect	(Inherited from Visual.)
	VisualBitmapEffectInput	(Inherited from Visual.)
	VisualBitmapScalingMode	(Inherited from Visual.)
	VisualChildrenCount	(Inherited from FrameworkElement.)
	VisualClip	(Inherited from Visual.)
	VisualEdgeMode	(Inherited from Visual.)
	VisualOffset	(Inherited from Visual.)
	VisualOpacity	(Inherited from Visual.)
	VisualOpacityMask	(Inherited from Visual.)
	VisualParent	(Inherited from Visual.)
	VisualTransform	(Inherited from Visual.)
	VisualXSnappingGuidelines	(Inherited from Visual.)
	VisualYSnappingGuidelines	(Inherited from Visual.)
	Width	(Inherited from FrameworkElement.)



WindowStartupLocation

(Inherited from Window.)



WindowState

(Inherited from Window.)



WindowStyle

(Inherited from Window.)

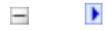
## See Also

[GlassWindow Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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Vista Bridge Library for Managed code development

GlassWindow...:FrameThickness Property

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

FrameThickness Extends the Frame(Non Client Area) of the Window into client area Thickness should be integer values only

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Thickness FrameThickness { get; set; }
```

## Visual Basic (Declaration)

```
Public Property FrameThickness As Thickness
```

## Visual C++

```
public:  
property Thickness FrameThickness {  
    Thickness get ();  
    void set (Thickness value);  
}
```

## **Remarks**

Glass should be enabled prior to setting this property for the extended frame to blend into non client area.

## See Also

[GlassWindow Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow...:IsGlassEnabled Property

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Enables glass of the entire client area

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Dialogs](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool IsGlassEnabled { get; set; }
```

## Visual Basic (Declaration)

```
Public Property IsGlassEnabled As Boolean
```

## Visual C++

```
public:  
property bool IsGlassEnabled {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[GlassWindow Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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GlassWindow Events

[GlassWindow Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [GlassWindow](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
⚡	Activated	(Inherited from Window.)
⚡	Closed	(Inherited from Window.)
⚡	Closing	(Inherited from Window.)
⚡	ContentRendered	(Inherited from Window.)
⚡	ContextMenuClosing	(Inherited from FrameworkElement.)
⚡	ContextMenuOpening	(Inherited from FrameworkElement.)
⚡	DataContextChanged	(Inherited from FrameworkElement.)
⚡	Deactivated	(Inherited from Window.)
⚡	DragEnter	(Inherited from UIElement.)
⚡	DragLeave	(Inherited from UIElement.)
⚡	DragOver	(Inherited from UIElement.)
⚡	Drop	(Inherited from UIElement.)
⚡	FocusableChanged	(Inherited from UIElement.)
⚡	GiveFeedback	(Inherited from UIElement.)
⚡	GotFocus	(Inherited from UIElement.)
⚡	GotKeyboardFocus	(Inherited from UIElement.)
⚡	GotMouseCapture	(Inherited from UIElement.)
⚡	GotStylusCapture	(Inherited from UIElement.)
⚡	Initialized	(Inherited from FrameworkElement.)
⚡	IsEnabledChanged	(Inherited from UIElement.)
⚡	IsHitTestVisibleChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusedChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusWithinChanged	(Inherited from UIElement.)
⚡	IsMouseCapturedChanged	(Inherited from UIElement.)
⚡	IsMouseCaptureWithinChanged	(Inherited from UIElement.)
⚡	IsMouseDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsStylusCapturedChanged	(Inherited from UIElement.)
⚡	IsStylusCaptureWithinChanged	(Inherited from UIElement.)

⚡	IsStylusDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsVisibleChanged	(Inherited from UIElement.)
⚡	KeyDown	(Inherited from UIElement.)
⚡	KeyUp	(Inherited from UIElement.)
⚡	LayoutUpdated	(Inherited from UIElement.)
⚡	Loaded	(Inherited from FrameworkElement.)
⚡	LocationChanged	(Inherited from Window.)
⚡	LostFocus	(Inherited from UIElement.)
⚡	LostKeyboardFocus	(Inherited from UIElement.)
⚡	LostMouseCapture	(Inherited from UIElement.)
⚡	LostStylusCapture	(Inherited from UIElement.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from UIElement.)
⚡	MouseEnter	(Inherited from UIElement.)
⚡	MouseLeave	(Inherited from UIElement.)
⚡	MouseLeftButtonDown	(Inherited from UIElement.)
⚡	MouseLeftButtonUp	(Inherited from UIElement.)
⚡	MouseMove	(Inherited from UIElement.)
⚡	MouseRightButtonDown	(Inherited from UIElement.)
⚡	MouseRightButtonUp	(Inherited from UIElement.)
⚡	MouseUp	(Inherited from UIElement.)
⚡	MouseWheel	(Inherited from UIElement.)
⚡	PreviewDragEnter	(Inherited from UIElement.)
⚡	PreviewDragLeave	(Inherited from UIElement.)
⚡	PreviewDragOver	(Inherited from UIElement.)
⚡	PreviewDrop	(Inherited from UIElement.)
⚡	PreviewGiveFeedback	(Inherited from UIElement.)
⚡	PreviewGotKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewKeyDown	(Inherited from UIElement.)
⚡	PreviewKeyUp	(Inherited from UIElement.)
⚡	PreviewLostKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewMouseDoubleClick	(Inherited from Control.)

⚡	PreviewMouseDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseMove	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseUp	(Inherited from UIElement.)
⚡	PreviewMouseWheel	(Inherited from UIElement.)
⚡	PreviewQueryContinueDrag	(Inherited from UIElement.)
⚡	PreviewStylusButtonDown	(Inherited from UIElement.)
⚡	PreviewStylusButtonUp	(Inherited from UIElement.)
⚡	PreviewStylusDown	(Inherited from UIElement.)
⚡	PreviewStylusInAirMove	(Inherited from UIElement.)
⚡	PreviewStylusInRange	(Inherited from UIElement.)
⚡	PreviewStylusMove	(Inherited from UIElement.)
⚡	PreviewStylusOutOfRange	(Inherited from UIElement.)
⚡	PreviewStylusSystemGesture	(Inherited from UIElement.)
⚡	PreviewStylusUp	(Inherited from UIElement.)
⚡	PreviewTextInput	(Inherited from UIElement.)
⚡	QueryContinueDrag	(Inherited from UIElement.)
⚡	QueryCursor	(Inherited from UIElement.)
⚡	RequestBringIntoView	(Inherited from FrameworkElement.)
⚡	SizeChanged	(Inherited from FrameworkElement.)
⚡	SourceInitialized	(Inherited from Window.)
⚡	SourceUpdated	(Inherited from FrameworkElement.)
⚡	StateChanged	(Inherited from Window.)
⚡	StylusButtonDown	(Inherited from UIElement.)
⚡	StylusButtonUp	(Inherited from UIElement.)
⚡	StylusDown	(Inherited from UIElement.)
⚡	StylusEnter	(Inherited from UIElement.)
⚡	StylusInAirMove	(Inherited from UIElement.)
⚡	StylusInRange	(Inherited from UIElement.)

⚡	StylusLeave	(Inherited from UIElement.)
⚡	StylusMove	(Inherited from UIElement.)
⚡	StylusOutOfRange	(Inherited from UIElement.)
⚡	StylusSystemGesture	(Inherited from UIElement.)
⚡	StylusUp	(Inherited from UIElement.)
⚡	TargetUpdated	(Inherited from FrameworkElement.)
⚡	TextInput	(Inherited from UIElement.)
⚡	ToolTipClosing	(Inherited from FrameworkElement.)
⚡	ToolTipOpening	(Inherited from FrameworkElement.)
⚡	Unloaded	(Inherited from FrameworkElement.)

## See Also

[GlassWindow Class](#)

[Microsoft.SDK.Samples.VistaBridge.Dialogs Namespace](#)

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C#  Visual Basic

Visual C++

XAML

Vista Bridge Library for Managed code development

Microsoft.SDK.Samples.VistaBridge.Library Namespace

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Classes that implement several features in the Vista Bridge library.

# Classes

Class	Description
 <a href="#">BreadcrumbBar</a>	
 <a href="#">CommonFileDialog</a>	The abstract base class for the common file dialogs.
 <a href="#">CommonFileDialogButton</a>	Common class for all PushButton controls on Common File Dialog
 <a href="#">CommonFileDialogCheckBox</a>	Common class for all CheckButton controls on Common File Dialog
 <a href="#">CommonFileDialogComboBox</a>	Common class for all ComboBox controls on Common File Dialog
 <a href="#">CommonFileDialogComboBoxItem</a>	Class that represents a ComboBoxItem for the Common File Dialog
 <a href="#">CommonFileDialogControl</a>	Abstract class that supports shared functionality for common file dialog controls.
 <a href="#">CommonFileDialogFilter</a>	Stores file extensions used to filter files that appear in File Open and File Save dialogs.
 <a href="#">CommonFileDialogFilterCollection</a>	Strongly typed collection for file dialog filters.
 <a href="#">CommonFileDialogFolderChangeEventArgs</a>	The event data associated with <a href="#">FolderChanging</a> event.
 <a href="#">CommonFileDialogGroupBox</a>	The abstract class a group box control for the Common File Dialog
 <a href="#">CommonFileDialogLabel</a>	Common class for label controls on Common File Dialog
 <a href="#">CommonFileDialogMenu</a>	Common class for all Menu controls on Common File Dialog
 <a href="#">CommonFileDialogMenuItem</a>	Common class for the menu item for the Common File Dialog

 <a href="#">CommonFileDialogProminentControl</a>	<p>Common class for all Prominent controls on Common File Dialog</p>
 <a href="#">CommonFileDialogRadioButtonList</a>	<p>Represents a radio button list for Common File Dialog</p>
 <a href="#">CommonFileDialogRadioButtonListItem</a>	<p>List item for the CommonFileDialogRadioButton object</p>
 <a href="#">CommonFileDialogResult</a>	<p>Used to store the result of displaying a dialog.</p>
 <a href="#">CommonFileDialogSeparator</a>	<p>Common class for the simplest separator control</p>
 <a href="#">CommonFileDialogStandardFilters</a>	<p>Defines commonly used file filters</p>
 <a href="#">CommonFileDialogTextBox</a>	<p>Common class for all TextBox controls on Common File Dialog</p>
 <a href="#">CommonOpenFileDialog</a>	<p>Provides access to a Vista Common File Dialog, which allows the user to select one or more files.</p>
 <a href="#">CommonSaveFileDialog</a>	<p>Provides access to a Vista Common File Dialog, which allows the user to select the filename and location for a saved file.</p>
 <a href="#">DialogControl</a>	<p>Abstract base class for all dialog controls</p>
 <a href="#">DialogControlCollection&lt;(Of &lt;(T)&gt;&gt;)</a>	<p>Strongly typed collection for dialog controls.</p>
 <a href="#">InteropHelper</a>	<p>Helper class that exposes various Win32 functions as managed methods and properties.</p>
 <a href="#">TaskDialog</a>	<p>Encapsulates a new-to-Vista WinTaskDialog window - a powerful successor to the MessageBox available in previous versions of Windows.</p>
 <a href="#">TaskDialogBar</a>	<p>Common class for all task dialog bar controls, such as the progress and marquee bars.</p>

 [TaskDialogButton](#)

Implements a button that can be hosted in a task dialog.

 [TaskDialogButtonBase](#)

The abstract base class for task dialog buttons. Classes that inherit from this class will inherit the `TaskDialog` property defined in this class.

 [TaskDialogClosingEventArgs](#)

Data associated with `Closing` event.

 [TaskDialogCommandLink](#)

Represents a command-link.

 [TaskDialogControl](#)

Abstract base class for all custom task dialog controls.

 [TaskDialogHyperlinkClickedEventArgs](#)

Event data associated with a `HyperlinkClick` event.

 [TaskDialogMarquee](#)

Creates a marquee style progress bar.

 [TaskDialogProgressBar](#)

Provides a visual representation of the progress of a long running operation.

 [TaskDialogRadioButton](#)

Defines a radio button that can be hosted in by a `TaskDialog` object.

 [TaskDialogResult](#)

Indicates the various buttons and options clicked by the user on the task dialog.

 [TaskDialogTickEventArgs](#)

The event data for the `Tick` event.

# Enumerations

	<b>Enumeration</b>	<b>Description</b>
	<a href="#"><u>TaskDialogExpandedInformationLocation</u></a>	Specifies the options for expand/collapse sections in dialogs.
	<a href="#"><u>TaskDialogProgressBarState</u></a>	Sets the state of a task dialog progress bar.
	<a href="#"><u>TaskDialogStandardButton</u></a>	Identifies one of the standard buttons that can be displayed via TaskDialog.
	<a href="#"><u>TaskDialogStandardButtons</u></a>	Provides standard combinations of standard buttons in the TaskDialog.
	<a href="#"><u>TaskDialogStandardIcon</u></a>	Specifies the icon displayed in a task dialog.
	<a href="#"><u>TaskDialogStartupLocation</u></a>	Specifies the initial display location for a task dialog.



[C#](#) [Visual Basic](#)

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Vista Bridge Library for Managed code development

BreadcrumbBar Class

[Members](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

T:Microsoft.SDK.Samples.VistaBridge.Library.BreadcrumbBar]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public class BreadcrumbBar : ItemsControl
```

## **Visual Basic (Declaration)**

```
Public Class BreadcrumbBar _  
    Inherits ItemsControl
```

## **Visual C++**

```
public ref class BreadcrumbBar : public ItemsControl
```

# **Inheritance Hierarchy**

System...:Object

System.Windows.Threading...:DispatcherObject

System.Windows...:DependencyObject

System.Windows.Media...:Visual

System.Windows...:UIElement

System.Windows...:FrameworkElement

System.Windows.Controls...:Control

System.Windows.Controls...:ItemsControl

Microsoft.SDK.Samples.VistaBridge.Library...:BreadcrumbBar

## See Also

[BreadcrumbBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

Vista Bridge Library for Managed code development

BreadcrumbBar Members

[BreadcrumbBar Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#)  
[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [BreadcrumbBar](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">BreadcrumbBar</a>	Initializes a new instance of the <a href="#">BreadcrumbBar</a> class

# Methods

Name	
 AddChild	(Inherited from ItemsControl.)
 <a href="#">AddHandler</a>	Overloaded.
 AddLogicalChild	(Inherited from FrameworkElement.)
 AddText	(Inherited from ItemsControl.)
 AddToEventRoute	(Inherited from UIElement.)
 AddVisualChild	(Inherited from Visual.)
 <a href="#">ApplyAnimationClock</a>	Overloaded.
 ApplyTemplate	(Inherited from FrameworkElement.)
 Arrange	(Inherited from UIElement.)
 ArrangeCore	(Inherited from FrameworkElement.)
 ArrangeOverride	(Inherited from Control.)
 <a href="#">BeginAnimation</a>	Overloaded.
 BeginInit	(Inherited from ItemsControl.)
 <a href="#">BeginStoryboard</a>	Overloaded.
 <a href="#">BringIntoView</a>	Overloaded.
 CaptureMouse	(Inherited from UIElement.)
 CaptureStylus	(Inherited from UIElement.)
 CheckAccess	(Inherited from DispatcherObject.)
 ClearContainerForItemOverride	(Inherited from ItemsControl.)
 <a href="#">ClearValue</a>	Overloaded.
 CoerceValue	(Inherited from DependencyObject.)
 ContainerFromElement	(Inherited from ItemsControl.)
 EndInit	(Inherited from ItemsControl.)
 Equals	(Inherited from DependencyObject.)
 Finalize	Allows an Object to attempt to free re before the Object is reclaimed by gart (Inherited from Object.)
 FindCommonVisualAncestor	(Inherited from Visual.)

FindName	(Inherited from FrameworkElement.)
FindResource	(Inherited from FrameworkElement.)
Focus	(Inherited from UIElement.)
GetAnimationBaseValue	(Inherited from UIElement.)
GetBindingExpression	(Inherited from FrameworkElement.)
<a href="#">GetContainerForItemOverride</a>	Create or identify the element used to (Overrides ItemsControl...::GetContai
GetHashCode	(Inherited from DependencyObject.)
GetLayoutClip	(Inherited from FrameworkElement.)
GetLocalValueEnumerator	(Inherited from DependencyObject.)
GetTemplateChild	(Inherited from FrameworkElement.)
GetType	Gets the Type of the current instance. (Inherited from Object.)
GetUIParentCore	(Inherited from FrameworkElement.)
GetValue	(Inherited from DependencyObject.)
GetVisualChild	(Inherited from FrameworkElement.)
<a href="#">HitTestCore</a>	Overloaded.
InputHitTest	(Inherited from UIElement.)
InvalidateArrange	(Inherited from UIElement.)
InvalidateMeasure	(Inherited from UIElement.)
InvalidateProperty	(Inherited from DependencyObject.)
InvalidateVisual	(Inherited from UIElement.)
IsAncestorOf	(Inherited from Visual.)
IsDescendantOf	(Inherited from Visual.)
<a href="#">IsItemItsOwnContainerOverride</a>	Return true if the item is (or should be (Overrides ItemsControl...::IsItemItsC
Measure	(Inherited from UIElement.)
MeasureCore	(Inherited from FrameworkElement.)
MeasureOverride	(Inherited from Control.)
MemberwiseClone	Creates a shallow copy of the current (Inherited from Object.)
MoveFocus	(Inherited from FrameworkElement.)
OnAccessKey	(Inherited from UIElement.)

OnApplyTemplate	(Inherited from FrameworkElement.)
OnChildDesiredSizeChanged	(Inherited from UIElement.)
OnContextMenuClosing	(Inherited from FrameworkElement.)
OnContextMenuOpening	(Inherited from FrameworkElement.)
OnCreateAutomationPeer	(Inherited from UIElement.)
OnDisplayMemberPathChanged	(Inherited from ItemsControl.)
OnDragEnter	(Inherited from UIElement.)
OnDragLeave	(Inherited from UIElement.)
OnDragOver	(Inherited from UIElement.)
OnDrop	(Inherited from UIElement.)
OnGiveFeedback	(Inherited from UIElement.)
OnGotFocus	(Inherited from FrameworkElement.)
OnGotKeyboardFocus	(Inherited from UIElement.)
OnGotMouseCapture	(Inherited from UIElement.)
OnGotStylusCapture	(Inherited from UIElement.)
OnGroupStyleSelectorChanged	(Inherited from ItemsControl.)
OnInitialized	(Inherited from FrameworkElement.)
OnIsKeyboardFocusedChanged	(Inherited from UIElement.)
OnIsKeyboardFocusWithinChanged	(Inherited from UIElement.)
OnIsMouseCapturedChanged	(Inherited from UIElement.)
OnIsMouseCaptureWithinChanged	(Inherited from UIElement.)
OnIsMouseDirectlyOverChanged	(Inherited from UIElement.)
OnIsStylusCapturedChanged	(Inherited from UIElement.)
OnIsStylusCaptureWithinChanged	(Inherited from UIElement.)
OnIsStylusDirectlyOverChanged	(Inherited from UIElement.)
OnItemContainerStyleChanged	(Inherited from ItemsControl.)
OnItemContainerStyleSelectorChanged	(Inherited from ItemsControl.)
OnItemsChanged	(Inherited from ItemsControl.)
OnItemsPanelChanged	(Inherited from ItemsControl.)
OnItemsSourceChanged	(Inherited from ItemsControl.)
OnItemTemplateChanged	(Inherited from ItemsControl.)
OnItemTemplateSelectorChanged	(Inherited from ItemsControl.)
OnKeyDown	(Inherited from ItemsControl.)

👉👈 OnKeyUp	(Inherited from UIElement.)
👉👈 OnLostFocus	(Inherited from UIElement.)
👉👈 OnLostKeyboardFocus	(Inherited from UIElement.)
👉👈 OnLostMouseCapture	(Inherited from UIElement.)
👉👈 OnLostStylusCapture	(Inherited from UIElement.)
👉👈 OnMouseDoubleClick	(Inherited from Control.)
👉👈 OnMouseDown	(Inherited from UIElement.)
👉👈 OnMouseEnter	(Inherited from UIElement.)
👉👈 OnMouseLeave	(Inherited from UIElement.)
👉👈 OnMouseLeftButtonDown	(Inherited from UIElement.)
👉👈 OnMouseLeftButtonUp	(Inherited from UIElement.)
👉👈 OnMouseMove	(Inherited from UIElement.)
👉👈 OnMouseRightButtonDown	(Inherited from UIElement.)
👉👈 OnMouseRightButtonUp	(Inherited from UIElement.)
👉👈 OnMouseUp	(Inherited from UIElement.)
👉👈 OnMouseWheel	(Inherited from UIElement.)
👉👈 OnPreviewDragEnter	(Inherited from UIElement.)
👉👈 OnPreviewDragLeave	(Inherited from UIElement.)
👉👈 OnPreviewDragOver	(Inherited from UIElement.)
👉👈 OnPreviewDrop	(Inherited from UIElement.)
👉👈 OnPreviewGiveFeedback	(Inherited from UIElement.)
👉👈 OnPreviewGotKeyboardFocus	(Inherited from UIElement.)
👉👈 OnPreviewKeyDown	(Inherited from UIElement.)
👉👈 OnPreviewKeyUp	(Inherited from UIElement.)
👉👈 OnPreviewLostKeyboardFocus	(Inherited from UIElement.)
👉👈 OnPreviewMouseDoubleClick	(Inherited from Control.)
👉👈 OnPreviewMouseDown	(Inherited from UIElement.)
👉👈 OnPreviewMouseLeftButtonDown	(Inherited from UIElement.)
👉👈 OnPreviewMouseLeftButtonUp	(Inherited from UIElement.)
👉👈 OnPreviewMouseMove	(Inherited from UIElement.)
👉👈 OnPreviewMouseRightButtonDown	(Inherited from UIElement.)
👉👈 OnPreviewMouseRightButtonUp	(Inherited from UIElement.)
👉👈 OnPreviewMouseUp	(Inherited from UIElement.)

👉 OnPreviewMouseWheel	(Inherited from UIElement.)
👉 OnPreviewQueryContinueDrag	(Inherited from UIElement.)
👉 OnPreviewStylusButtonDown	(Inherited from UIElement.)
👉 OnPreviewStylusButtonUp	(Inherited from UIElement.)
👉 OnPreviewStylusDown	(Inherited from UIElement.)
👉 OnPreviewStylusInAirMove	(Inherited from UIElement.)
👉 OnPreviewStylusInRange	(Inherited from UIElement.)
👉 OnPreviewStylusMove	(Inherited from UIElement.)
👉 OnPreviewStylusOutOfRange	(Inherited from UIElement.)
👉 OnPreviewStylusSystemGesture	(Inherited from UIElement.)
👉 OnPreviewStylusUp	(Inherited from UIElement.)
👉 OnPreviewTextInput	(Inherited from UIElement.)
👉 <a href="#">OnPropertyChanged</a>	Occurs when a dependency property has (Overrides FrameworkElement...:OnPropertyCh.
👉 OnQueryContinueDrag	(Inherited from UIElement.)
👉 OnQueryCursor	(Inherited from UIElement.)
👉 OnRender	(Inherited from UIElement.)
👉 OnRenderSizeChanged	(Inherited from FrameworkElement.)
👉 OnStyleChanged	(Inherited from FrameworkElement.)
👉 OnStylusButtonDown	(Inherited from UIElement.)
👉 OnStylusButtonUp	(Inherited from UIElement.)
👉 OnStylusDown	(Inherited from UIElement.)
👉 OnStylusEnter	(Inherited from UIElement.)
👉 OnStylusInAirMove	(Inherited from UIElement.)
👉 OnStylusInRange	(Inherited from UIElement.)
👉 OnStylusLeave	(Inherited from UIElement.)
👉 OnStylusMove	(Inherited from UIElement.)
👉 OnStylusOutOfRange	(Inherited from UIElement.)
👉 OnStylusSystemGesture	(Inherited from UIElement.)
👉 OnStylusUp	(Inherited from UIElement.)
👉 OnTemplateChanged	(Inherited from Control.)
👉 OnTextInput	(Inherited from ItemsControl.)

OnToolTipClosing	(Inherited from FrameworkElement.)
OnToolTipOpening	(Inherited from FrameworkElement.)
OnVisualChildrenChanged	(Inherited from Visual.)
OnVisualParentChanged	(Inherited from FrameworkElement.)
ParentLayoutInvalidated	(Inherited from FrameworkElement.)
PointFromScreen	(Inherited from Visual.)
PointToScreen	(Inherited from Visual.)
PredictFocus	(Inherited from FrameworkElement.)
PrepareContainerForItemOverride	(Inherited from ItemsControl.)
RaiseEvent	(Inherited from UIElement.)
ReadLocalValue	(Inherited from DependencyObject.)
RegisterName	(Inherited from FrameworkElement.)
ReleaseMouseCapture	(Inherited from UIElement.)
ReleaseStylusCapture	(Inherited from UIElement.)
RemoveHandler	(Inherited from UIElement.)
RemoveLogicalChild	(Inherited from FrameworkElement.)
RemoveVisualChild	(Inherited from Visual.)
<a href="#">SetBinding</a>	Overloaded.
SetResourceReference	(Inherited from FrameworkElement.)
<a href="#">SetValue</a>	Overloaded.
ShouldApplyItemContainerStyle	(Inherited from ItemsControl.)
ShouldSerializeCommandBindings	(Inherited from UIElement.)
ShouldSerializeGroupStyle	(Inherited from ItemsControl.)
ShouldSerializeInputBindings	(Inherited from UIElement.)
ShouldSerializeItems	(Inherited from ItemsControl.)
ShouldSerializeProperty	(Inherited from DependencyObject.)
ShouldSerializeResources	(Inherited from FrameworkElement.)
ShouldSerializeStyle	(Inherited from FrameworkElement.)
ShouldSerializeTriggers	(Inherited from FrameworkElement.)
ToString	(Inherited from ItemsControl.)
<a href="#">TransformToAncestor</a>	Overloaded.
TransformToDescendant	(Inherited from Visual.)

◆ TransformToVisual

(Inherited from Visual.)

◆ TranslatePoint

(Inherited from UIElement.)

◆ TryFindResource

(Inherited from FrameworkElement.)

◆ UnregisterName

(Inherited from FrameworkElement.)

◆ UpdateLayout

(Inherited from UIElement.)

◆ VerifyAccess

(Inherited from DispatcherObject.)

# Fields

	Name	Description
 	<a href="#">IconTemplateProperty</a>	DependencyProperty to use as the backing store for IconTemplate. This enables animation, styling, binding, and so forth.
 	<a href="#">IconTemplateSelectorProperty</a>	DependencyProperty to use as the backing store for IconTemplateSelector. This enables animation, styling, binding, and so forth.
 	<a href="#">SelectedItemProperty</a>	DependencyProperty to use as the backing store for SelectedItem. This enables animation, styling, binding, and so forth.
 	<a href="#">SelectItemCommand</a>	The command that is invoked to indicate that an item should be selected. Set the CommandParameter to the container of the item to be selected. The control will travel up the element tree to the BreadcrumbBar where it will then select the object hierarchy leading to the desired item.

# Properties

	<b>Name</b>	<b>Description</b>
	ActualHeight	(Inherited from FrameworkElement.)
	ActualWidth	(Inherited from FrameworkElement.)
	AllowDrop	(Inherited from UIElement.)
	Background	(Inherited from Control.)
	BitmapEffect	(Inherited from UIElement.)
	BitmapEffectInput	(Inherited from UIElement.)
	BorderBrush	(Inherited from Control.)
	BorderThickness	(Inherited from Control.)
	Clip	(Inherited from UIElement.)
	ClipToBounds	(Inherited from UIElement.)
	CommandBindings	(Inherited from UIElement.)
	ContextMenu	(Inherited from FrameworkElement.)
	Cursor	(Inherited from FrameworkElement.)
	DataContext	(Inherited from FrameworkElement.)
	DefaultStyleKey	(Inherited from FrameworkElement.)
	DependencyObjectType	(Inherited from DependencyObject.)
	DesiredSize	(Inherited from UIElement.)
	Dispatcher	(Inherited from DispatcherObject.)
	DisplayMemberPath	(Inherited from ItemsControl.)
	FlowDirection	(Inherited from FrameworkElement.)
	Focusable	(Inherited from UIElement.)
	FocusVisualStyle	(Inherited from FrameworkElement.)
	FontFamily	(Inherited from Control.)
	FontSize	(Inherited from Control.)
	FontStretch	(Inherited from Control.)
	FontStyle	(Inherited from Control.)
	FontWeight	(Inherited from Control.)
	ForceCursor	(Inherited from FrameworkElement.)

	Foreground	(Inherited from Control.)
	GroupStyle	(Inherited from ItemsControl.)
	GroupStyleSelector	(Inherited from ItemsControl.)
	HandlesScrolling	(Inherited from Control.)
	HasAnimatedProperties	(Inherited from UIElement.)
	HasItems	(Inherited from ItemsControl.)
	Height	(Inherited from FrameworkElement.)
	HorizontalAlignment	(Inherited from FrameworkElement.)
	HorizontalContentAlignment	(Inherited from Control.)
	<a href="#">IconTemplate</a>	Template to be used to generate icons. The data object will be the same source used for the header.
	<a href="#">IconTemplateSelector</a>	Template selector to determine the template to use to generate icons.
	InheritanceBehavior	(Inherited from FrameworkElement.)
	InputBindings	(Inherited from UIElement.)
	InputScope	(Inherited from FrameworkElement.)
	IsArrangeValid	(Inherited from UIElement.)
	IsEnabled	(Inherited from UIElement.)
	IsEnabledCore	(Inherited from UIElement.)
	IsFocused	(Inherited from UIElement.)
	IsGrouping	(Inherited from ItemsControl.)
	IsHitTestVisible	(Inherited from UIElement.)
	IsInitialized	(Inherited from FrameworkElement.)
	IsInputMethodEnabled	(Inherited from UIElement.)
	IsKeyboardFocused	(Inherited from UIElement.)
	IsKeyboardFocusWithin	(Inherited from UIElement.)
	IsLoaded	(Inherited from FrameworkElement.)
	IsMeasureValid	(Inherited from UIElement.)
	IsMouseCaptured	(Inherited from UIElement.)
	IsMouseCaptureWithin	(Inherited from UIElement.)
	IsMouseDirectlyOver	(Inherited from UIElement.)
	IsMouseOver	(Inherited from UIElement.)

	IsSealed	(Inherited from DependencyObject.)
	IsStylusCaptured	(Inherited from UIElement.)
	IsStylusCaptureWithin	(Inherited from UIElement.)
	IsStylusDirectlyOver	(Inherited from UIElement.)
	IsStylusOver	(Inherited from UIElement.)
	IsTabStop	(Inherited from Control.)
	IsTextSearchEnabled	(Inherited from ItemsControl.)
	IsVisible	(Inherited from UIElement.)
	ItemContainerGenerator	(Inherited from ItemsControl.)
	ItemContainerStyle	(Inherited from ItemsControl.)
	ItemContainerStyleSelector	(Inherited from ItemsControl.)
	Items	(Inherited from ItemsControl.)
	ItemsPanel	(Inherited from ItemsControl.)
	ItemsSource	(Inherited from ItemsControl.)
	ItemTemplate	(Inherited from ItemsControl.)
	ItemTemplateSelector	(Inherited from ItemsControl.)
	Language	(Inherited from FrameworkElement.)
	LayoutTransform	(Inherited from FrameworkElement.)
	LogicalChildren	(Inherited from ItemsControl.)
	Margin	(Inherited from FrameworkElement.)
	MaxHeight	(Inherited from FrameworkElement.)
	MaxWidth	(Inherited from FrameworkElement.)
	MinHeight	(Inherited from FrameworkElement.)
	MinWidth	(Inherited from FrameworkElement.)
	Name	(Inherited from FrameworkElement.)
	Opacity	(Inherited from UIElement.)
	OpacityMask	(Inherited from UIElement.)
	OverridesDefaultStyle	(Inherited from FrameworkElement.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from FrameworkElement.)
	PersistId	<b>Obsolete.</b> (Inherited from UIElement.)
	RenderSize	(Inherited from UIElement.)
	RenderTransform	(Inherited from UIElement.)

	RenderTransformOrigin	(Inherited from UIElement.)
	Resources	(Inherited from FrameworkElement.)
	<a href="#">SelectedHierarchy</a>	The hierarchy of objects that are selected. The list is ordered with parents first, followed by children.
	<a href="#">SelectedItem</a>	The currently selected item. Also the last item in the SelectedHierarchy list.
	SnapsToDevicePixels	(Inherited from UIElement.)
	Style	(Inherited from FrameworkElement.)
	StylusPlugIns	(Inherited from UIElement.)
	TabIndex	(Inherited from Control.)
	Tag	(Inherited from FrameworkElement.)
	Template	(Inherited from Control.)
	TemplatedParent	(Inherited from FrameworkElement.)
	ToolTip	(Inherited from FrameworkElement.)
	Triggers	(Inherited from FrameworkElement.)
	VerticalAlignment	(Inherited from FrameworkElement.)
	VerticalContentAlignment	(Inherited from Control.)
	Visibility	(Inherited from UIElement.)
	VisualBitmapEffect	(Inherited from Visual.)
	VisualBitmapEffectInput	(Inherited from Visual.)
	VisualBitmapScalingMode	(Inherited from Visual.)
	VisualChildrenCount	(Inherited from FrameworkElement.)
	VisualClip	(Inherited from Visual.)
	VisualEdgeMode	(Inherited from Visual.)
	VisualOffset	(Inherited from Visual.)
	VisualOpacity	(Inherited from Visual.)
	VisualOpacityMask	(Inherited from Visual.)
	VisualParent	(Inherited from Visual.)
	VisualTransform	(Inherited from Visual.)
	VisualXSnappingGuidelines	(Inherited from Visual.)
	VisualYSnappingGuidelines	(Inherited from Visual.)
	Width	(Inherited from FrameworkElement.)

# Events

	<b>Name</b>	<b>Description</b>
⚡	ContextMenuClosing	(Inherited from FrameworkElement.)
⚡	ContextMenuOpening	(Inherited from FrameworkElement.)
⚡	DataContextChanged	(Inherited from FrameworkElement.)
⚡	DragEnter	(Inherited from UIElement.)
⚡	DragLeave	(Inherited from UIElement.)
⚡	DragOver	(Inherited from UIElement.)
⚡	Drop	(Inherited from UIElement.)
⚡	FocusableChanged	(Inherited from UIElement.)
⚡	GiveFeedback	(Inherited from UIElement.)
⚡	GotFocus	(Inherited from UIElement.)
⚡	GotKeyboardFocus	(Inherited from UIElement.)
⚡	GotMouseCapture	(Inherited from UIElement.)
⚡	GotStylusCapture	(Inherited from UIElement.)
⚡	Initialized	(Inherited from FrameworkElement.)
⚡	IsEnabledChanged	(Inherited from UIElement.)
⚡	IsHitTestVisibleChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusedChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusWithinChanged	(Inherited from UIElement.)
⚡	IsMouseCapturedChanged	(Inherited from UIElement.)
⚡	IsMouseCaptureWithinChanged	(Inherited from UIElement.)
⚡	IsMouseDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsStylusCapturedChanged	(Inherited from UIElement.)
⚡	IsStylusCaptureWithinChanged	(Inherited from UIElement.)
⚡	IsStylusDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsVisibleChanged	(Inherited from UIElement.)
⚡	<a href="#">ItemSelected</a>	Occurs when an item has been selected
⚡	KeyDown	(Inherited from UIElement.)

⚡	KeyUp	(Inherited from UIElement.)
⚡	LayoutUpdated	(Inherited from UIElement.)
⚡	Loaded	(Inherited from FrameworkElement.)
⚡	LostFocus	(Inherited from UIElement.)
⚡	LostKeyboardFocus	(Inherited from UIElement.)
⚡	LostMouseCapture	(Inherited from UIElement.)
⚡	LostStylusCapture	(Inherited from UIElement.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from UIElement.)
⚡	MouseEnter	(Inherited from UIElement.)
⚡	MouseLeave	(Inherited from UIElement.)
⚡	MouseLeftButtonDown	(Inherited from UIElement.)
⚡	MouseLeftButtonUp	(Inherited from UIElement.)
⚡	MouseMove	(Inherited from UIElement.)
⚡	MouseRightButtonDown	(Inherited from UIElement.)
⚡	MouseRightButtonUp	(Inherited from UIElement.)
⚡	MouseUp	(Inherited from UIElement.)
⚡	MouseWheel	(Inherited from UIElement.)
		Occurs when an item is selected and before that item is added to the currently selected hierarchy. This gives the user a chance to update or populate the children of the currently selected item.
⚡	<a href="#">PopulateItem</a>	
⚡	PreviewDragEnter	(Inherited from UIElement.)
⚡	PreviewDragLeave	(Inherited from UIElement.)
⚡	PreviewDragOver	(Inherited from UIElement.)
⚡	PreviewDrop	(Inherited from UIElement.)
⚡	PreviewGiveFeedback	(Inherited from UIElement.)
⚡	PreviewGotKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewKeyDown	(Inherited from UIElement.)
⚡	PreviewKeyUp	(Inherited from UIElement.)
⚡	PreviewLostKeyboardFocus	(Inherited from UIElement.)

⚡	PreviewMouseDoubleClick	(Inherited from Control.)
⚡	PreviewMouseDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseMove	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseUp	(Inherited from UIElement.)
⚡	PreviewMouseWheel	(Inherited from UIElement.)
⚡	PreviewQueryContinueDrag	(Inherited from UIElement.)
⚡	PreviewStylusButtonDown	(Inherited from UIElement.)
⚡	PreviewStylusButtonUp	(Inherited from UIElement.)
⚡	PreviewStylusDown	(Inherited from UIElement.)
⚡	PreviewStylusInAirMove	(Inherited from UIElement.)
⚡	PreviewStylusInRange	(Inherited from UIElement.)
⚡	PreviewStylusMove	(Inherited from UIElement.)
⚡	PreviewStylusOutOfRange	(Inherited from UIElement.)
⚡	PreviewStylusSystemGesture	(Inherited from UIElement.)
⚡	PreviewStylusUp	(Inherited from UIElement.)
⚡	PreviewTextInput	(Inherited from UIElement.)
⚡	QueryContinueDrag	(Inherited from UIElement.)
⚡	QueryCursor	(Inherited from UIElement.)
⚡	RequestBringIntoView	(Inherited from FrameworkElement.)
⚡	SizeChanged	(Inherited from FrameworkElement.)
⚡	SourceUpdated	(Inherited from FrameworkElement.)
⚡	StylusButtonDown	(Inherited from UIElement.)
⚡	StylusButtonUp	(Inherited from UIElement.)
⚡	StylusDown	(Inherited from UIElement.)
⚡	StylusEnter	(Inherited from UIElement.)
⚡	StylusInAirMove	(Inherited from UIElement.)
⚡	StylusInRange	(Inherited from UIElement.)
⚡	StylusLeave	(Inherited from UIElement.)
⚡	StylusMove	(Inherited from UIElement.)

⚡	StylusOutOfRange	(Inherited from UIElement.)
⚡	StylusSystemGesture	(Inherited from UIElement.)
⚡	StylusUp	(Inherited from UIElement.)
⚡	TargetUpdated	(Inherited from FrameworkElement.)
⚡	TextInput	(Inherited from UIElement.)
⚡	ToolTipClosing	(Inherited from FrameworkElement.)
⚡	ToolTipOpening	(Inherited from FrameworkElement.)
⚡	Unloaded	(Inherited from FrameworkElement.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IAddChild...:AddChild	(Inherited from ItemsControl.)
	IAddChild...:AddText	(Inherited from ItemsControl.)

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar Constructor

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Initializes a new instance of the [BreadcrumbBar](#) class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public BreadcrumbBar()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
BreadcrumbBar()
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar Fields

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [BreadcrumbBar](#) type exposes the following members.

# Fields

	<b>Name</b>	<b>Description</b>
◆ S	<a href="#">IconTemplateProperty</a>	DependencyProperty to use as the backing store for IconTemplate. This enables animation, styling, binding, and so forth.
◆ S	<a href="#">IconTemplateSelectorProperty</a>	DependencyProperty to use as the backing store for IconTemplateSelector. This enables animation, styling, binding, and so forth.
◆ S	<a href="#">SelectedItemProperty</a>	DependencyProperty to use as the backing store for SelectedItem. This enables animation, styling, binding, and so forth.
◆ S	<a href="#">SelectItemCommand</a>	The command that is invoked to indicate that an item should be selected. Set the CommandParameter to the container of the item to be selected. The control will travel up the element tree to the BreadcrumbBar where it will then select the object hierarchy leading to the desired item.

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:IconTemplateProperty Field

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

DependencyProperty to use as the backing store for IconTemplate. This enables animation, styling, binding, and so forth.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static readonly DependencyProperty IconTemplateProperty
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly IconTemplateProperty As DependencyProperty
```

## Visual C++

```
public:  
static initonly DependencyProperty^ IconTemplateProperty
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:IconTemplateSelectorProperty Field

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

DependencyProperty to use as the backing store for IconTemplateSelector. This enables animation, styling, binding, and so forth.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ■ Syntax

## C#

```
public static readonly DependencyProperty IconTemplateSelectorProperty
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly IconTemplateSelectorProperty As DependencyProperty
```

## Visual C++

```
public:  
static initonly DependencyProperty^ IconTemplateSelectorProperty
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...::SelectedItemProperty Field

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

DependencyProperty to use as the backing store for SelectedItem. This enables animation, styling, binding, and so forth.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ■ Syntax

## C#

```
public static readonly DependencyProperty SelectedItemProperty
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly SelectedItemProperty As DependencyProperty
```

## Visual C++

```
public:  
static initonly DependencyProperty^ SelectedItemProperty
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:SelectItemCommand Field

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The command that is invoked to indicate that an item should be selected. Set the CommandParameter to the container of the item to be selected. The control will travel up the element tree to the BreadcrumbBar where it will then select the object hierarchy leading to the desired item.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public static readonly RoutedCommand SelectItemCommand
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly SelectItemCommand As RoutedCommand
```

## **Visual C++**

```
public:  
static initonly RoutedCommand^ SelectItemCommand
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar Methods

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [BreadcrumbBar](#) type exposes the following members.

# Methods

Name	
 AddChild	(Inherited from ItemsControl.)
 <a href="#">AddHandler</a>	Overloaded.
 AddLogicalChild	(Inherited from FrameworkElement.)
 AddText	(Inherited from ItemsControl.)
 AddToEventRoute	(Inherited from UIElement.)
 AddVisualChild	(Inherited from Visual.)
 <a href="#">ApplyAnimationClock</a>	Overloaded.
 ApplyTemplate	(Inherited from FrameworkElement.)
 Arrange	(Inherited from UIElement.)
 ArrangeCore	(Inherited from FrameworkElement.)
 ArrangeOverride	(Inherited from Control.)
 <a href="#">BeginAnimation</a>	Overloaded.
 BeginInit	(Inherited from ItemsControl.)
 <a href="#">BeginStoryboard</a>	Overloaded.
 <a href="#">BringIntoView</a>	Overloaded.
 CaptureMouse	(Inherited from UIElement.)
 CaptureStylus	(Inherited from UIElement.)
 CheckAccess	(Inherited from DispatcherObject.)
 ClearContainerForItemOverride	(Inherited from ItemsControl.)
 <a href="#">ClearValue</a>	Overloaded.
 CoerceValue	(Inherited from DependencyObject.)
 ContainerFromElement	(Inherited from ItemsControl.)
 EndInit	(Inherited from ItemsControl.)
 Equals	(Inherited from DependencyObject.)
 Finalize	Allows an Object to attempt to free re before the Object is reclaimed by gart (Inherited from Object.)
 FindCommonVisualAncestor	(Inherited from Visual.)

FindName	(Inherited from FrameworkElement.)
FindResource	(Inherited from FrameworkElement.)
Focus	(Inherited from UIElement.)
GetAnimationBaseValue	(Inherited from UIElement.)
GetBindingExpression	(Inherited from FrameworkElement.)
<a href="#">GetContainerForItemOverride</a>	Create or identify the element used to (Overrides ItemsControl...::GetContai
GetHashCode	(Inherited from DependencyObject.)
GetLayoutClip	(Inherited from FrameworkElement.)
GetLocalValueEnumerator	(Inherited from DependencyObject.)
GetTemplateChild	(Inherited from FrameworkElement.)
GetType	Gets the Type of the current instance. (Inherited from Object.)
GetUIParentCore	(Inherited from FrameworkElement.)
GetValue	(Inherited from DependencyObject.)
GetVisualChild	(Inherited from FrameworkElement.)
<a href="#">HitTestCore</a>	Overloaded.
InputHitTest	(Inherited from UIElement.)
InvalidateArrange	(Inherited from UIElement.)
InvalidateMeasure	(Inherited from UIElement.)
InvalidateProperty	(Inherited from DependencyObject.)
InvalidateVisual	(Inherited from UIElement.)
IsAncestorOf	(Inherited from Visual.)
IsDescendantOf	(Inherited from Visual.)
<a href="#">IsItemItsOwnContainerOverride</a>	Return true if the item is (or should be (Overrides ItemsControl...::IsItemItsC
Measure	(Inherited from UIElement.)
MeasureCore	(Inherited from FrameworkElement.)
MeasureOverride	(Inherited from Control.)
MemberwiseClone	Creates a shallow copy of the current (Inherited from Object.)
MoveFocus	(Inherited from FrameworkElement.)
OnAccessKey	(Inherited from UIElement.)

OnApplyTemplate	(Inherited from FrameworkElement.)
OnChildDesiredSizeChanged	(Inherited from UIElement.)
OnContextMenuClosing	(Inherited from FrameworkElement.)
OnContextMenuOpening	(Inherited from FrameworkElement.)
OnCreateAutomationPeer	(Inherited from UIElement.)
OnDisplayMemberPathChanged	(Inherited from ItemsControl.)
OnDragEnter	(Inherited from UIElement.)
OnDragLeave	(Inherited from UIElement.)
OnDragOver	(Inherited from UIElement.)
OnDrop	(Inherited from UIElement.)
OnGiveFeedback	(Inherited from UIElement.)
OnGotFocus	(Inherited from FrameworkElement.)
OnGotKeyboardFocus	(Inherited from UIElement.)
OnGotMouseCapture	(Inherited from UIElement.)
OnGotStylusCapture	(Inherited from UIElement.)
OnGroupStyleSelectorChanged	(Inherited from ItemsControl.)
OnInitialized	(Inherited from FrameworkElement.)
OnIsKeyboardFocusedChanged	(Inherited from UIElement.)
OnIsKeyboardFocusWithinChanged	(Inherited from UIElement.)
OnIsMouseCapturedChanged	(Inherited from UIElement.)
OnIsMouseCaptureWithinChanged	(Inherited from UIElement.)
OnIsMouseDirectlyOverChanged	(Inherited from UIElement.)
OnIsStylusCapturedChanged	(Inherited from UIElement.)
OnIsStylusCaptureWithinChanged	(Inherited from UIElement.)
OnIsStylusDirectlyOverChanged	(Inherited from UIElement.)
OnItemContainerStyleChanged	(Inherited from ItemsControl.)
OnItemContainerStyleSelectorChanged	(Inherited from ItemsControl.)
OnItemsChanged	(Inherited from ItemsControl.)
OnItemsPanelChanged	(Inherited from ItemsControl.)
OnItemsSourceChanged	(Inherited from ItemsControl.)
OnItemTemplateChanged	(Inherited from ItemsControl.)
OnItemTemplateSelectorChanged	(Inherited from ItemsControl.)
OnKeyDown	(Inherited from ItemsControl.)

👉👈 OnKeyUp	(Inherited from UIElement.)
👉👈 OnLostFocus	(Inherited from UIElement.)
👉👈 OnLostKeyboardFocus	(Inherited from UIElement.)
👉👈 OnLostMouseCapture	(Inherited from UIElement.)
👉👈 OnLostStylusCapture	(Inherited from UIElement.)
👉👈 OnMouseDoubleClick	(Inherited from Control.)
👉👈 OnMouseDown	(Inherited from UIElement.)
👉👈 OnMouseEnter	(Inherited from UIElement.)
👉👈 OnMouseLeave	(Inherited from UIElement.)
👉👈 OnMouseLeftButtonDown	(Inherited from UIElement.)
👉👈 OnMouseLeftButtonUp	(Inherited from UIElement.)
👉👈 OnMouseMove	(Inherited from UIElement.)
👉👈 OnMouseRightButtonDown	(Inherited from UIElement.)
👉👈 OnMouseRightButtonUp	(Inherited from UIElement.)
👉👈 OnMouseUp	(Inherited from UIElement.)
👉👈 OnMouseWheel	(Inherited from UIElement.)
👉👈 OnPreviewDragEnter	(Inherited from UIElement.)
👉👈 OnPreviewDragLeave	(Inherited from UIElement.)
👉👈 OnPreviewDragOver	(Inherited from UIElement.)
👉👈 OnPreviewDrop	(Inherited from UIElement.)
👉👈 OnPreviewGiveFeedback	(Inherited from UIElement.)
👉👈 OnPreviewGotKeyboardFocus	(Inherited from UIElement.)
👉👈 OnPreviewKeyDown	(Inherited from UIElement.)
👉👈 OnPreviewKeyUp	(Inherited from UIElement.)
👉👈 OnPreviewLostKeyboardFocus	(Inherited from UIElement.)
👉👈 OnPreviewMouseDoubleClick	(Inherited from Control.)
👉👈 OnPreviewMouseDown	(Inherited from UIElement.)
👉👈 OnPreviewMouseLeftButtonDown	(Inherited from UIElement.)
👉👈 OnPreviewMouseLeftButtonUp	(Inherited from UIElement.)
👉👈 OnPreviewMouseMove	(Inherited from UIElement.)
👉👈 OnPreviewMouseRightButtonDown	(Inherited from UIElement.)
👉👈 OnPreviewMouseRightButtonUp	(Inherited from UIElement.)
👉👈 OnPreviewMouseUp	(Inherited from UIElement.)

👉 OnPreviewMouseWheel	(Inherited from UIElement.)
👉 OnPreviewQueryContinueDrag	(Inherited from UIElement.)
👉 OnPreviewStylusButtonDown	(Inherited from UIElement.)
👉 OnPreviewStylusButtonUp	(Inherited from UIElement.)
👉 OnPreviewStylusDown	(Inherited from UIElement.)
👉 OnPreviewStylusInAirMove	(Inherited from UIElement.)
👉 OnPreviewStylusInRange	(Inherited from UIElement.)
👉 OnPreviewStylusMove	(Inherited from UIElement.)
👉 OnPreviewStylusOutOfRange	(Inherited from UIElement.)
👉 OnPreviewStylusSystemGesture	(Inherited from UIElement.)
👉 OnPreviewStylusUp	(Inherited from UIElement.)
👉 OnPreviewTextInput	(Inherited from UIElement.)
👉 <a href="#">OnPropertyChanged</a>	Occurs when a dependency property has (Overrides FrameworkElement...:OnPropertyCh.
👉 OnQueryContinueDrag	(Inherited from UIElement.)
👉 OnQueryCursor	(Inherited from UIElement.)
👉 OnRender	(Inherited from UIElement.)
👉 OnRenderSizeChanged	(Inherited from FrameworkElement.)
👉 OnStyleChanged	(Inherited from FrameworkElement.)
👉 OnStylusButtonDown	(Inherited from UIElement.)
👉 OnStylusButtonUp	(Inherited from UIElement.)
👉 OnStylusDown	(Inherited from UIElement.)
👉 OnStylusEnter	(Inherited from UIElement.)
👉 OnStylusInAirMove	(Inherited from UIElement.)
👉 OnStylusInRange	(Inherited from UIElement.)
👉 OnStylusLeave	(Inherited from UIElement.)
👉 OnStylusMove	(Inherited from UIElement.)
👉 OnStylusOutOfRange	(Inherited from UIElement.)
👉 OnStylusSystemGesture	(Inherited from UIElement.)
👉 OnStylusUp	(Inherited from UIElement.)
👉 OnTemplateChanged	(Inherited from Control.)
👉 OnTextInput	(Inherited from ItemsControl.)

OnToolTipClosing	(Inherited from FrameworkElement.)
OnToolTipOpening	(Inherited from FrameworkElement.)
OnVisualChildrenChanged	(Inherited from Visual.)
OnVisualParentChanged	(Inherited from FrameworkElement.)
ParentLayoutInvalidated	(Inherited from FrameworkElement.)
PointFromScreen	(Inherited from Visual.)
PointToScreen	(Inherited from Visual.)
PredictFocus	(Inherited from FrameworkElement.)
PrepareContainerForItemOverride	(Inherited from ItemsControl.)
RaiseEvent	(Inherited from UIElement.)
ReadLocalValue	(Inherited from DependencyObject.)
RegisterName	(Inherited from FrameworkElement.)
ReleaseMouseCapture	(Inherited from UIElement.)
ReleaseStylusCapture	(Inherited from UIElement.)
RemoveHandler	(Inherited from UIElement.)
RemoveLogicalChild	(Inherited from FrameworkElement.)
RemoveVisualChild	(Inherited from Visual.)
<a href="#">SetBinding</a>	Overloaded.
SetResourceReference	(Inherited from FrameworkElement.)
<a href="#">SetValue</a>	Overloaded.
ShouldApplyItemContainerStyle	(Inherited from ItemsControl.)
ShouldSerializeCommandBindings	(Inherited from UIElement.)
ShouldSerializeGroupStyle	(Inherited from ItemsControl.)
ShouldSerializeInputBindings	(Inherited from UIElement.)
ShouldSerializeItems	(Inherited from ItemsControl.)
ShouldSerializeProperty	(Inherited from DependencyObject.)
ShouldSerializeResources	(Inherited from FrameworkElement.)
ShouldSerializeStyle	(Inherited from FrameworkElement.)
ShouldSerializeTriggers	(Inherited from FrameworkElement.)
ToString	(Inherited from ItemsControl.)
<a href="#">TransformToAncestor</a>	Overloaded.
TransformToDescendant	(Inherited from Visual.)

◆ TransformToVisual

(Inherited from Visual.)

◆ TranslatePoint

(Inherited from UIElement.)

◆ TryFindResource

(Inherited from FrameworkElement.)

◆ UnregisterName

(Inherited from FrameworkElement.)

◆ UpdateLayout

(Inherited from UIElement.)

◆ VerifyAccess

(Inherited from DispatcherObject.)

# Explicit Interface Implementations

	<b>Name</b>	<b>Description</b>
	IAddChild...:AddChild	(Inherited from ItemsControl.)
	IAddChild...:AddText	(Inherited from ItemsControl.)

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:AddHandler Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	AddHandler(RoutedEvent, Delegate)	(Inherited from UIElement.)
	AddHandler(RoutedEvent, Delegate, Boolean)	(Inherited from UIElement.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

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BreadcrumbBar...:ApplyAnimationClock Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	ApplyAnimationClock(DependencyProperty, AnimationClock)	(Inherited from UIElement.)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)	(Inherited from UIElement.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

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BreadcrumbBar....BeginAnimation Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	BeginAnimation(DependencyProperty, AnimationTimeline)	(Inherited from UIElement.)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)	(Inherited from UIElement.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar.....BeginInitStoryboard Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	BeginInitStoryboard(Storyboard)	(Inherited from FrameworkElement.)
	BeginInitStoryboard(Storyboard, HandoffBehavior)	(Inherited from FrameworkElement.)
	BeginInitStoryboard(Storyboard, HandoffBehavior, Boolean)	(Inherited from FrameworkElement.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

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BreadcrumbBar....BringIntoView Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	BringIntoView()	(Inherited from FrameworkElement.)
◆	BringIntoView(Rect)	(Inherited from FrameworkElement.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:ClearValue Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	ClearValue(DependencyProperty)	(Inherited from DependencyObject.)
◆	ClearValue(DependencyPropertyKey)	(Inherited from DependencyObject.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

BreadcrumbBar...::GetContainerForItemOverride Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Create or identify the element used to display the given item.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected override DependencyObject GetContainerForItemOverride()
```

## Visual Basic (Declaration)

```
Protected Overrides Function GetContainerForItemOverride As Depender
```

## Visual C++

```
protected:  
virtual DependencyObject^ GetContainerForItemOverride() override
```

## Return Value

**[Missing <returns> documentation for [M:Microsoft.SDK.Samples.VistaBridge.Library.BreadcrumbBar.GetContainerForItemOverride](#)]**

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Include Protected Members

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BreadcrumbBar...:HitTestCore Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	HitTestCore(PointHitTestParameters)	(Inherited from UIElement.)
	HitTestCore(GeometryHitTestParameters)	(Inherited from UIElement.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:IsItemItsOwnContainerOverride Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Return true if the item is (or should be) its own item container

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected override bool IsItemItsOwnContainerOverride(  
    Object item  
)
```

## Visual Basic (Declaration)

```
Protected Overrides Function IsItemItsOwnContainerOverride ( _  
    item As Object _  
) As Boolean
```

## Visual C++

```
protected:  
virtual bool IsItemItsOwnContainerOverride(  
    Object^ item  
) override
```

## Parameters

item

Type: System...:Object

**[Missing <param name="item"/> documentation for**

**"M:Microsoft.SDK.Samples.VistaBridge.Library.BreadcrumbBar.IsItemItsOwnContainerOver**

## Return Value

**[Missing <returns> documentation for**

**M:Microsoft.SDK.Samples.VistaBridge.Library.BreadcrumbBar.IsItemItsOwnContainerOverride(Sy**

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:OnPropertyChanged Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Occurs when a dependency property has changed

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected override void OnPropertyChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overrides Sub OnPropertyChanged ( _  
    e As DependencyPropertyChangedEventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnPropertyChanged(  
    DependencyPropertyChangedEventArgs e  
) override
```

## Parameters

e  
Type: System.Windows...:DependencyPropertyChangedEventArgs  
Data for property change event

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar.....SetBinding Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetBinding(DependencyProperty, BindingBase)	(Inherited from FrameworkElement.)
	SetBinding(DependencyProperty, String)	(Inherited from FrameworkElement.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar.....SetValue Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	SetValue(DependencyProperty, Object)	(Inherited from DependencyObject.)
	SetValue(DependencyPropertyKey, Object)	(Inherited from DependencyObject.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

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BreadcrumbBar....TransformToAncestor Method

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	TransformToAncestor(Visual)	(Inherited from Visual.)
◆	TransformToAncestor(Visual3D)	(Inherited from Visual.)

## **See Also**

[BreadcrumbBar Class](#)

[BreadcrumbBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar Properties

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [BreadcrumbBar](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	ActualHeight	(Inherited from FrameworkElement.)
	ActualWidth	(Inherited from FrameworkElement.)
	AllowDrop	(Inherited from UIElement.)
	Background	(Inherited from Control.)
	BitmapEffect	(Inherited from UIElement.)
	BitmapEffectInput	(Inherited from UIElement.)
	BorderBrush	(Inherited from Control.)
	BorderThickness	(Inherited from Control.)
	Clip	(Inherited from UIElement.)
	ClipToBounds	(Inherited from UIElement.)
	CommandBindings	(Inherited from UIElement.)
	ContextMenu	(Inherited from FrameworkElement.)
	Cursor	(Inherited from FrameworkElement.)
	DataContext	(Inherited from FrameworkElement.)
	DefaultStyleKey	(Inherited from FrameworkElement.)
	DependencyObjectType	(Inherited from DependencyObject.)
	DesiredSize	(Inherited from UIElement.)
	Dispatcher	(Inherited from DispatcherObject.)
	DisplayMemberPath	(Inherited from ItemsControl.)
	FlowDirection	(Inherited from FrameworkElement.)
	Focusable	(Inherited from UIElement.)
	FocusVisualStyle	(Inherited from FrameworkElement.)
	FontFamily	(Inherited from Control.)
	FontSize	(Inherited from Control.)
	FontStretch	(Inherited from Control.)
	FontStyle	(Inherited from Control.)
	FontWeight	(Inherited from Control.)
	ForceCursor	(Inherited from FrameworkElement.)

	Foreground	(Inherited from Control.)
	GroupStyle	(Inherited from ItemsControl.)
	GroupStyleSelector	(Inherited from ItemsControl.)
	HandlesScrolling	(Inherited from Control.)
	HasAnimatedProperties	(Inherited from UIElement.)
	HasItems	(Inherited from ItemsControl.)
	Height	(Inherited from FrameworkElement.)
	HorizontalAlignment	(Inherited from FrameworkElement.)
	HorizontalContentAlignment	(Inherited from Control.)
	<a href="#">IconTemplate</a>	Template to be used to generate icons. The data object will be the same source used for the header.
	<a href="#">IconTemplateSelector</a>	Template selector to determine the template to use to generate icons.
	InheritanceBehavior	(Inherited from FrameworkElement.)
	InputBindings	(Inherited from UIElement.)
	InputScope	(Inherited from FrameworkElement.)
	IsArrangeValid	(Inherited from UIElement.)
	IsEnabled	(Inherited from UIElement.)
	IsEnabledCore	(Inherited from UIElement.)
	IsFocused	(Inherited from UIElement.)
	IsGrouping	(Inherited from ItemsControl.)
	IsHitTestVisible	(Inherited from UIElement.)
	IsInitialized	(Inherited from FrameworkElement.)
	IsInputMethodEnabled	(Inherited from UIElement.)
	IsKeyboardFocused	(Inherited from UIElement.)
	IsKeyboardFocusWithin	(Inherited from UIElement.)
	IsLoaded	(Inherited from FrameworkElement.)
	IsMeasureValid	(Inherited from UIElement.)
	IsMouseCaptured	(Inherited from UIElement.)
	IsMouseCaptureWithin	(Inherited from UIElement.)
	IsMouseDirectlyOver	(Inherited from UIElement.)
	IsMouseOver	(Inherited from UIElement.)

	IsSealed	(Inherited from DependencyObject.)
	IsStylusCaptured	(Inherited from UIElement.)
	IsStylusCaptureWithin	(Inherited from UIElement.)
	IsStylusDirectlyOver	(Inherited from UIElement.)
	IsStylusOver	(Inherited from UIElement.)
	IsTabStop	(Inherited from Control.)
	IsTextSearchEnabled	(Inherited from ItemsControl.)
	IsVisible	(Inherited from UIElement.)
	ItemContainerGenerator	(Inherited from ItemsControl.)
	ItemContainerStyle	(Inherited from ItemsControl.)
	ItemContainerStyleSelector	(Inherited from ItemsControl.)
	Items	(Inherited from ItemsControl.)
	ItemsPanel	(Inherited from ItemsControl.)
	ItemsSource	(Inherited from ItemsControl.)
	ItemTemplate	(Inherited from ItemsControl.)
	ItemTemplateSelector	(Inherited from ItemsControl.)
	Language	(Inherited from FrameworkElement.)
	LayoutTransform	(Inherited from FrameworkElement.)
	LogicalChildren	(Inherited from ItemsControl.)
	Margin	(Inherited from FrameworkElement.)
	MaxHeight	(Inherited from FrameworkElement.)
	MaxWidth	(Inherited from FrameworkElement.)
	MinHeight	(Inherited from FrameworkElement.)
	MinWidth	(Inherited from FrameworkElement.)
	Name	(Inherited from FrameworkElement.)
	Opacity	(Inherited from UIElement.)
	OpacityMask	(Inherited from UIElement.)
	OverridesDefaultStyle	(Inherited from FrameworkElement.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from FrameworkElement.)
	PersistId	<b>Obsolete.</b> (Inherited from UIElement.)
	RenderSize	(Inherited from UIElement.)
	RenderTransform	(Inherited from UIElement.)

	RenderTransformOrigin	(Inherited from UIElement.)
	Resources	(Inherited from FrameworkElement.)
	<a href="#">SelectedHierarchy</a>	The hierarchy of objects that are selected. The list is ordered with parents first, followed by children.
	<a href="#">SelectedItem</a>	The currently selected item. Also the last item in the SelectedHierarchy list.
	SnapsToDevicePixels	(Inherited from UIElement.)
	Style	(Inherited from FrameworkElement.)
	StylusPlugIns	(Inherited from UIElement.)
	TabIndex	(Inherited from Control.)
	Tag	(Inherited from FrameworkElement.)
	Template	(Inherited from Control.)
	TemplatedParent	(Inherited from FrameworkElement.)
	ToolTip	(Inherited from FrameworkElement.)
	Triggers	(Inherited from FrameworkElement.)
	VerticalAlignment	(Inherited from FrameworkElement.)
	VerticalContentAlignment	(Inherited from Control.)
	Visibility	(Inherited from UIElement.)
	VisualBitmapEffect	(Inherited from Visual.)
	VisualBitmapEffectInput	(Inherited from Visual.)
	VisualBitmapScalingMode	(Inherited from Visual.)
	VisualChildrenCount	(Inherited from FrameworkElement.)
	VisualClip	(Inherited from Visual.)
	VisualEdgeMode	(Inherited from Visual.)
	VisualOffset	(Inherited from Visual.)
	VisualOpacity	(Inherited from Visual.)
	VisualOpacityMask	(Inherited from Visual.)
	VisualParent	(Inherited from Visual.)
	VisualTransform	(Inherited from Visual.)
	VisualXSnappingGuidelines	(Inherited from Visual.)
	VisualYSnappingGuidelines	(Inherited from Visual.)
	Width	(Inherited from FrameworkElement.)

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:IconTemplate Property

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Template to be used to generate icons. The data object will be the same source used for the header.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ■ Syntax

## C#

```
public DataTemplate IconTemplate { get; set; }
```

## Visual Basic (Declaration)

```
Public Property IconTemplate As DataTemplate
```

## Visual C++

```
public:  
property DataTemplate^ IconTemplate {  
    DataTemplate^ get ();  
    void set (DataTemplate^ value);  
}
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:IconTemplateSelector Property

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Template selector to determine the template to use to generate icons.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public DataTemplateSelector IconTemplateSelector { get; set; }
```

## **Visual Basic (Declaration)**

```
Public Property IconTemplateSelector As DataTemplateSelector
```

## **Visual C++**

```
public:  
property DataTemplateSelector^ IconTemplateSelector {  
    DataTemplateSelector^ get ();  
    void set (DataTemplateSelector^ value);  
}
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:SelectedHierarchy Property

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The hierarchy of objects that are selected. The list is ordered with parents first, followed by children.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public ObservableCollection<Object> SelectedHierarchy { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property SelectedHierarchy As ObservableCollection(
```

## Visual C++

```
public:  
property ObservableCollection<Object^>^ SelectedHierarchy {  
    ObservableCollection<Object^>^ get ();  
}
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...::SelectedItem Property

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The currently selected item. Also the last item in the SelectedHierarchy list.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Object SelectedItem { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property SelectedItem As Object
```

## Visual C++

```
public:  
property Object^ SelectedItem {  
    Object^ get ();  
}
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar Events

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [BreadcrumbBar](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
⚡	ContextMenuClosing	(Inherited from FrameworkElement.)
⚡	ContextMenuOpening	(Inherited from FrameworkElement.)
⚡	DataContextChanged	(Inherited from FrameworkElement.)
⚡	DragEnter	(Inherited from UIElement.)
⚡	DragLeave	(Inherited from UIElement.)
⚡	DragOver	(Inherited from UIElement.)
⚡	Drop	(Inherited from UIElement.)
⚡	FocusableChanged	(Inherited from UIElement.)
⚡	GiveFeedback	(Inherited from UIElement.)
⚡	GotFocus	(Inherited from UIElement.)
⚡	GotKeyboardFocus	(Inherited from UIElement.)
⚡	GotMouseCapture	(Inherited from UIElement.)
⚡	GotStylusCapture	(Inherited from UIElement.)
⚡	Initialized	(Inherited from FrameworkElement.)
⚡	IsEnabledChanged	(Inherited from UIElement.)
⚡	IsHitTestVisibleChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusedChanged	(Inherited from UIElement.)
⚡	IsKeyboardFocusWithinChanged	(Inherited from UIElement.)
⚡	IsMouseCapturedChanged	(Inherited from UIElement.)
⚡	IsMouseCaptureWithinChanged	(Inherited from UIElement.)
⚡	IsMouseDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsStylusCapturedChanged	(Inherited from UIElement.)
⚡	IsStylusCaptureWithinChanged	(Inherited from UIElement.)
⚡	IsStylusDirectlyOverChanged	(Inherited from UIElement.)
⚡	IsVisibleChanged	(Inherited from UIElement.)
⚡	<a href="#">ItemSelected</a>	Occurs when an item has been selected
⚡	KeyDown	(Inherited from UIElement.)

⚡	KeyUp	(Inherited from UIElement.)
⚡	LayoutUpdated	(Inherited from UIElement.)
⚡	Loaded	(Inherited from FrameworkElement.)
⚡	LostFocus	(Inherited from UIElement.)
⚡	LostKeyboardFocus	(Inherited from UIElement.)
⚡	LostMouseCapture	(Inherited from UIElement.)
⚡	LostStylusCapture	(Inherited from UIElement.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from UIElement.)
⚡	MouseEnter	(Inherited from UIElement.)
⚡	MouseLeave	(Inherited from UIElement.)
⚡	MouseLeftButtonDown	(Inherited from UIElement.)
⚡	MouseLeftButtonUp	(Inherited from UIElement.)
⚡	MouseMove	(Inherited from UIElement.)
⚡	MouseRightButtonDown	(Inherited from UIElement.)
⚡	MouseRightButtonUp	(Inherited from UIElement.)
⚡	MouseUp	(Inherited from UIElement.)
⚡	MouseWheel	(Inherited from UIElement.)
		Occurs when an item is selected and before that item is added to the currently selected hierarchy. This gives the user a chance to update or populate the children of the currently selected item.
⚡	<a href="#">PopulateItem</a>	
⚡	PreviewDragEnter	(Inherited from UIElement.)
⚡	PreviewDragLeave	(Inherited from UIElement.)
⚡	PreviewDragOver	(Inherited from UIElement.)
⚡	PreviewDrop	(Inherited from UIElement.)
⚡	PreviewGiveFeedback	(Inherited from UIElement.)
⚡	PreviewGotKeyboardFocus	(Inherited from UIElement.)
⚡	PreviewKeyDown	(Inherited from UIElement.)
⚡	PreviewKeyUp	(Inherited from UIElement.)
⚡	PreviewLostKeyboardFocus	(Inherited from UIElement.)

⚡	PreviewMouseDoubleClick	(Inherited from Control.)
⚡	PreviewMouseDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseLeftButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseMove	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonDown	(Inherited from UIElement.)
⚡	PreviewMouseRightButtonUp	(Inherited from UIElement.)
⚡	PreviewMouseUp	(Inherited from UIElement.)
⚡	PreviewMouseWheel	(Inherited from UIElement.)
⚡	PreviewQueryContinueDrag	(Inherited from UIElement.)
⚡	PreviewStylusButtonDown	(Inherited from UIElement.)
⚡	PreviewStylusButtonUp	(Inherited from UIElement.)
⚡	PreviewStylusDown	(Inherited from UIElement.)
⚡	PreviewStylusInAirMove	(Inherited from UIElement.)
⚡	PreviewStylusInRange	(Inherited from UIElement.)
⚡	PreviewStylusMove	(Inherited from UIElement.)
⚡	PreviewStylusOutOfRange	(Inherited from UIElement.)
⚡	PreviewStylusSystemGesture	(Inherited from UIElement.)
⚡	PreviewStylusUp	(Inherited from UIElement.)
⚡	PreviewTextInput	(Inherited from UIElement.)
⚡	QueryContinueDrag	(Inherited from UIElement.)
⚡	QueryCursor	(Inherited from UIElement.)
⚡	RequestBringIntoView	(Inherited from FrameworkElement.)
⚡	SizeChanged	(Inherited from FrameworkElement.)
⚡	SourceUpdated	(Inherited from FrameworkElement.)
⚡	StylusButtonDown	(Inherited from UIElement.)
⚡	StylusButtonUp	(Inherited from UIElement.)
⚡	StylusDown	(Inherited from UIElement.)
⚡	StylusEnter	(Inherited from UIElement.)
⚡	StylusInAirMove	(Inherited from UIElement.)
⚡	StylusInRange	(Inherited from UIElement.)
⚡	StylusLeave	(Inherited from UIElement.)
⚡	StylusMove	(Inherited from UIElement.)

⚡	StylusOutOfRange	(Inherited from UIElement.)
⚡	StylusSystemGesture	(Inherited from UIElement.)
⚡	StylusUp	(Inherited from UIElement.)
⚡	TargetUpdated	(Inherited from FrameworkElement.)
⚡	TextInput	(Inherited from UIElement.)
⚡	ToolTipClosing	(Inherited from FrameworkElement.)
⚡	ToolTipOpening	(Inherited from FrameworkElement.)
⚡	Unloaded	(Inherited from FrameworkElement.)

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

BreadcrumbBar...:ItemSelected Event

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Occurs when an item has been selected

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler ItemSelected
```

## Visual Basic (Declaration)

```
Public Event ItemSelected As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ ItemSelected {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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BreadcrumbBar...:PopulateItem Event

[BreadcrumbBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Occurs when an item is selected and before that item is added to the currently selected hierarchy. This gives the user a chance to update or populate the children of the currently selected item.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler PopulateItem
```

## Visual Basic (Declaration)

```
Public Event PopulateItem As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ PopulateItem {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[BreadcrumbBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The abstract base class for the common file dialogs.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
[ContentPropertyAttribute("Controls")]  
public abstract class CommonFileDialog
```

## Visual Basic (Declaration)

```
<ContentPropertyAttribute("Controls")> _  
Public MustInherit Class CommonFileDialog
```

## Visual C++

```
[ContentPropertyAttribute(L"Controls")]  
public ref class CommonFileDialog abstract
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialog

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonOpenFileDialog](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonSaveFileDialog](#)

## See Also

[CommonFileDialog Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
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- Include Protected Members
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CommonFileDialog Members

[CommonFileDialog Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#) [Events](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialog](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">CommonFileDialog</a>	Overloaded.

# Methods

	Name	Description
	<a href="#">CheckFileNamesAvailable</a>	Ensures that the user has selected one or more files.
	<a href="#">EndVisualGroup</a>	End the visual group on the dialog
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	<a href="#">OnFileOk</a>	Called just before the dialog is about to return with a result.
	<a href="#">OnFileTypeChanged</a>	Called when the dialog is opened to notify the application of the initial chosen filetype.
	<a href="#">OnFolderChanged</a>	Called when the user navigates to a new folder.
	<a href="#">OnFolderChanging</a>	Called before <a href="#">OnFolderChanged(EventArgs)</a> . This allows the implementer to stop navigation to a particular location.
	<a href="#">OnOpening</a>	Called when the dialog is opened. Called when the user changes the selection

	<a href="#"><u>OnSelectionChanged</u></a>	in the dialog's view.
	<a href="#"><u>ResetUserSelections</u></a>	Removes the current selection.
	<a href="#"><u>ShowDialog</u></a>	Displays the dialog.
	<a href="#"><u>StartVisualGroup</u></a>	Start the visual group on the dialog
	<a href="#"><u>ThrowIfDialogShowing</u></a>	Throws an exception when the dialog is showing preventing a requested change to a property or the visible set of controls.
	<a href="#"><u>ToString</u></a>	Returns a String that represents the current Object. (Inherited from Object.)

# **Fields**

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>fileNames</u></a>	The collection of names selected by the user.
 	<a href="#"><u>IllegalPropertyChangeString</u></a>	Contains a common error message string shared by classes that inherit from this class.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>AddExtension</u></a>	Gets or sets a value that determines whether the file extension set via the DefaultExtension property is appended to the file name.
	<a href="#"><u>AddToMruList</u></a>	Gets or sets a value that controls whether to show or hide the list of places from which the user has recently opened or saved items.
	<a href="#"><u>AllowPropertyEditing</u></a>	Gets or sets a value that controls whether properties can be edited.
	<a href="#"><u>CheckFileExists</u></a>	Gets or sets a value to specify whether the file returned must exist.
	<a href="#"><u>CheckPathExists</u></a>	Gets or sets a value to specify whether the file returned must be in an existing folder.
	<a href="#"><u>CheckReadOnly</u></a>	Gets or sets a value that determines whether read-only items are returned.
	<a href="#"><u>CheckValidNames</u></a>	Gets or sets a value that controls validation of file names.
	<a href="#"><u>Controls</u></a>	Gets the collection of controls for the dialog.
	<a href="#"><u>DefaultExtension</u></a>	Gets or sets the default file extension to be added to file names.
	<a href="#"><u>DereferenceLinks</u></a>	Gets or sets a value that controls whether shortcuts should be treated as their target items, allowing an application to open a .lnk file.
	<a href="#"><u>FileName</u></a>	Gets the selected filename.
	<a href="#"><u>Filters</u></a>	Gets the filters used by the dialog.
	<a href="#"><u>InitialDirectory</u></a>	Gets or sets the initial directory displayed when the dialog is shown.
	<a href="#"><u>RestoreDirectory</u></a>	Corresponds to the FOS_NOCHANGEDIR file dialog option.
	<a href="#"><u>ShowHiddenItems</u></a>	Gets or sets a value that controls whether to show hidden items.



[ShowPlacesList](#)

Gets or sets a value that controls whether to show or hide the list of pinned places that the user can choose from.



[Title](#)

Gets or sets the dialog title.



[UsageIdentifier](#)

Gets or sets a value that enables a calling application to associate a GUID with a dialog's persisted state.

# Events

	<b>Name</b>	<b>Description</b>
⚡	<a href="#">FileOk</a>	Raised just before the dialog is about to return with a result.
⚡	<a href="#">FileTypeChanged</a>	Raised when the dialog is opened to notify the application of the initial chosen filetype.
⚡	<a href="#">FolderChanged</a>	Raised when the user navigates to a new folder.
⚡	<a href="#">FolderChanging</a>	Raised just before the user navigates to a new folder.
⚡	<a href="#">Opening</a>	Raised when the dialog is opening.
⚡	<a href="#">SelectionChanged</a>	Raised when the user changes the selection in the dialog's view.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog Constructor

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialog()</u></a>	Creates a new instance of this class.
	<a href="#"><u>CommonFileDialog(String)</u></a>	Creates a new instance of this class with the specified title.

## See Also

[CommonFileDialog Class](#)

[CommonFileDialog Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog Constructor

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
protected OpenFileDialog()
```

## **Visual Basic (Declaration)**

```
Protected Sub New
```

## **Visual C++**

```
protected:  
CommonFileDialog()
```

## See Also

[CommonFileDialog Class](#)

[CommonFileDialog Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog Constructor (String)

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified title.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected CommonFileDialog(  
    string title  
)
```

## Visual Basic (Declaration)

```
Protected Sub New ( _  
    title As String _  
)
```

## Visual C++

```
protected:  
CommonFileDialog(  
    String^ title  
)
```

## Parameters

title

Type: System...:String

The title to display in the dialog.

## See Also

[CommonFileDialog Class](#)

[CommonFileDialog Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog Fields

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialog](#) type exposes the following members.

# **Fields**

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>fileNames</u></a>	The collection of names selected by the user.
 	<a href="#"><u>IllegalPropertyChangeString</u></a>	Contains a common error message string shared by classes that inherit from this class.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:fileNames Field

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The collection of names selected by the user.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected readonly Collection<string> fileNames
```

## Visual Basic (Declaration)

```
Protected ReadOnly fileNames As Collection(Of String)
```

## Visual C++

```
protected:  
initonly Collection<String^>^ fileNames
```

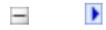
## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:IllegalPropertyChangeString Field

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Contains a common error message string shared by classes that inherit from this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
protected const string IllegalPropertyChangeString
```

## Visual Basic (Declaration)

```
Protected Const IllegalPropertyChangeString As String
```

## Visual C++

```
protected:  
literal String^ IllegalPropertyChangeString
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog Methods

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialog](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">CheckFileNamesAvailable</a>	Ensures that the user has selected one or more files.
	<a href="#">EndVisualGroup</a>	End the visual group on the dialog
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	<a href="#">OnFileOk</a>	Called just before the dialog is about to return with a result.
	<a href="#">OnFileTypeChanged</a>	Called when the dialog is opened to notify the application of the initial chosen filetype.
	<a href="#">OnFolderChanged</a>	Called when the user navigates to a new folder.
	<a href="#">OnFolderChanging</a>	Called before <a href="#">OnFolderChanged(EventArgs)</a> . This allows the implementer to stop navigation to a particular location.
	<a href="#">OnOpening</a>	Called when the dialog is opened. Called when the user changes the selection

	<a href="#"><u>OnSelectionChanged</u></a>	in the dialog's view.
	<a href="#"><u>ResetUserSelections</u></a>	Removes the current selection.
	<a href="#"><u>ShowDialog</u></a>	Displays the dialog.
	<a href="#"><u>StartVisualGroup</u></a>	Start the visual group on the dialog
	<a href="#"><u>ThrowIfDialogShowing</u></a>	Throws an exception when the dialog is showing preventing a requested change to a property or the visible set of controls.
	<a href="#"><u>ToString</u></a>	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:CheckFileNamesAvailable Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Ensures that the user has selected one or more files.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
protected void CheckFileNamesAvailable()
```

## **Visual Basic (Declaration)**

```
Protected Sub CheckFileNamesAvailable
```

## **Visual C++**

```
protected:  
void CheckFileNamesAvailable()
```

# Permissions

Permission	Description
System...:InvalidOperationException	The dialog has not been dismissed yet - or- the dialog was canceled.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:EndVisualGroup Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

End the visual group on the dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public void EndVisualGroup()
```

## Visual Basic (Declaration)

```
Public Sub EndVisualGroup
```

## Visual C++

```
public:  
void EndVisualGroup()
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:OnFileOk Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called just before the dialog is about to return with a result.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected virtual void OnFileOk(  
    CancelEventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overridable Sub OnFileOk ( _  
    e As CancelEventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnFileOk(  
    CancelEventArgs^ e  
)
```

## Parameters

e

Type: System.ComponentModel...:CancelEventArgs  
The event data.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:OnFileTypeChanged Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called when the dialog is opened to notify the application of the initial chosen filetype.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
protected virtual void OnFileTypeChanged(  
    EventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overridable Sub OnFileTypeChanged ( _  
    e As EventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnFileTypeChanged(  
    EventArgs^ e  
)
```

## Parameters

e  
Type: System...:EventArgs  
The event data.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:OnFolderChanged Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called when the user navigates to a new folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected virtual void OnFolderChanged(  
    EventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overridable Sub OnFolderChanged ( _  
    e As EventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnFolderChanged(  
    EventArgs^ e  
)
```

## Parameters

e  
Type: System...:EventArgs  
The event data.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:OnFolderChanging Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called before [OnFolderChanged\(EventArgs\)](#). This allows the implementer to stop navigation to a particular location.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
protected virtual void OnFolderChanging(  
    CommonFileDialogFolderChangeEventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overridable Sub OnFolderChanging ( _  
    e As CommonFileDialogFolderChangeEventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnFolderChanging(  
    CommonFileDialogFolderChangeEventArgs^ e  
)
```

## Parameters

e

Type:

[Microsoft.SDK.Samples.VistaBridge.Library...::CommonFileDialogFolderC](#)

Cancelable event arguments.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:OnOpening Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called when the dialog is opened.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected virtual void OnOpening(  
    EventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overridable Sub OnOpening ( _  
    e As EventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnOpening(  
    EventArgs^ e  
)
```

## Parameters

e

Type: System...:EventArgs  
The event data.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:OnSelectionChanged Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called when the user changes the selection in the dialog's view.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected virtual void OnSelectionChanged(  
    EventArgs e  
)
```

## Visual Basic (Declaration)

```
Protected Overridable Sub OnSelectionChanged ( _  
    e As EventArgs _  
)
```

## Visual C++

```
protected:  
virtual void OnSelectionChanged(  
    EventArgs^ e  
)
```

## Parameters

e  
Type: System...:EventArgs  
The event data.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:ResetUserSelections Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Removes the current selection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public void ResetUserSelections()
```

## Visual Basic (Declaration)

```
Public Sub ResetUserSelections
```

## Visual C++

```
public:  
void ResetUserSelections()
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:ShowDialog Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Displays the dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogResult ShowDialog()
```

## Visual Basic (Declaration)

```
Public Function ShowDialog As CommonFileDialogResult
```

## Visual C++

```
public:  
CommonFileDialogResult^ ShowDialog()
```

## Return Value

A [CommonFileDialogResult](#) object.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:StartVisualGroup Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Start the visual group on the dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public void StartVisualGroup(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub StartVisualGroup ( _  
    text As String _  
)
```

## Visual C++

```
public:  
void StartVisualGroup(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

**[Missing <param name="text"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Library.CommonFileDialog.StartVisualGroup(System**

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:ThrowIfDialogShowing Method

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Throws an exception when the dialog is showing preventing a requested change to a property or the visible set of controls.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
protected void ThrowIfDialogShowing(  
    string message  
)
```

## Visual Basic (Declaration)

```
Protected Sub ThrowIfDialogShowing ( _  
    message As String _  
)
```

## Visual C++

```
protected:  
void ThrowIfDialogShowing(  
    String^ message  
)
```

## Parameters

message

Type: System...:String

The message to include in the exception.

# Permissions

<b>Permission</b>	<b>Description</b>
System...:InvalidOperationException	The dialog is in an invalid state to perform the requested operation.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog Properties

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialog](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>AddExtension</u></a>	Gets or sets a value that determines whether the file extension set via the DefaultExtension property is appended to the file name.
	<a href="#"><u>AddToMruList</u></a>	Gets or sets a value that controls whether to show or hide the list of places from which the user has recently opened or saved items.
	<a href="#"><u>AllowPropertyEditing</u></a>	Gets or sets a value that controls whether properties can be edited.
	<a href="#"><u>CheckFileExists</u></a>	Gets or sets a value to specify whether the file returned must exist.
	<a href="#"><u>CheckPathExists</u></a>	Gets or sets a value to specify whether the file returned must be in an existing folder.
	<a href="#"><u>CheckReadOnly</u></a>	Gets or sets a value that determines whether read-only items are returned.
	<a href="#"><u>CheckValidNames</u></a>	Gets or sets a value that controls validation of file names.
	<a href="#"><u>Controls</u></a>	Gets the collection of controls for the dialog.
	<a href="#"><u>DefaultExtension</u></a>	Gets or sets the default file extension to be added to file names.
	<a href="#"><u>DereferenceLinks</u></a>	Gets or sets a value that controls whether shortcuts should be treated as their target items, allowing an application to open a .lnk file.
	<a href="#"><u>FileName</u></a>	Gets the selected filename.
	<a href="#"><u>Filters</u></a>	Gets the filters used by the dialog.
	<a href="#"><u>InitialDirectory</u></a>	Gets or sets the initial directory displayed when the dialog is shown.
	<a href="#"><u>RestoreDirectory</u></a>	Corresponds to the FOS_NOCHANGEDIR file dialog option.
	<a href="#"><u>ShowHiddenItems</u></a>	Gets or sets a value that controls whether to show hidden items.



[ShowPlacesList](#)

Gets or sets a value that controls whether to show or hide the list of pinned places that the user can choose from.



[Title](#)

Gets or sets the dialog title.



[UsageIdentifier](#)

Gets or sets a value that enables a calling application to associate a GUID with a dialog's persisted state.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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Vista Bridge Library for Managed code development

CommonFileDialog...:AddExtension Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that determines whether the file extension set via the DefaultExtension property is appended to the file name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool AddExtension { get; set; }
```

## Visual Basic (Declaration)

```
Public Property AddExtension As Boolean
```

## Visual C++

```
public:  
property bool AddExtension {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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CommonFileDialog...::AddToMruList Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether to show or hide the list of places from which the user has recently opened or saved items.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool AddToMruList { get; set; }
```

## Visual Basic (Declaration)

```
Public Property AddToMruList As Boolean
```

## Visual C++

```
public:  
property bool AddToMruList {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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CommonFileDialog...:AllowPropertyEditing Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether properties can be edited.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool AllowPropertyEditing { get; set; }
```

## Visual Basic (Declaration)

```
Public Property AllowPropertyEditing As Boolean
```

## Visual C++

```
public:  
property bool AllowPropertyEditing {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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Vista Bridge Library for Managed code development

CommonFileDialog...:CheckFileExists Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value to specify whether the file returned must exist.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool CheckFileExists { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CheckFileExists As Boolean
```

## Visual C++

```
public:  
property bool CheckFileExists {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value. **True** if the file must exist.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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CommonFileDialog...:CheckPathExists Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value to specify whether the file returned must be in an existing folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool CheckPathExists { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CheckPathExists As Boolean
```

## Visual C++

```
public:  
property bool CheckPathExists {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value. **True** if the file must exist.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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CommonFileDialog...:CheckReadOnly Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that determines whether read-only items are returned.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool CheckReadOnly { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CheckReadOnly As Boolean
```

## Visual C++

```
public:  
property bool CheckReadOnly {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value. **True** includes read-only items.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:CheckValidNames Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls validation of file names.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool CheckValidNames { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CheckValidNames As Boolean
```

## Visual C++

```
public:  
property bool CheckValidNames {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value. See remarks.

## **Remarks**

Specify **True** to check for situations that would prevent an application from opening the selected file, such as sharing violations or access denied errors.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:Controls Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the collection of controls for the dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public DialogControlCollection<CommonFileDialogControl> Controls { get;
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Controls As DialogControlCollection(Of CommonFileDialogControl)
```

## Visual C++

```
public:  
property DialogControlCollection<CommonFileDialogControl> Controls  
    DialogControlCollection<CommonFileDialogControl> get ();  
}
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:DefaultExtension Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the default file extension to be added to file names.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string DefaultExtension { get; set; }
```

## Visual Basic (Declaration)

```
Public Property DefaultExtension As String
```

## Visual C++

```
public:  
property String^ DefaultExtension {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

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CommonFileDialog...:DereferenceLinks Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether shortcuts should be treated as their target items, allowing an application to open a .lnk file.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool DereferenceLinks { get; set; }
```

## Visual Basic (Declaration)

```
Public Property DereferenceLinks As Boolean
```

## Visual C++

```
public:  
property bool DereferenceLinks {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value. **True** indicates that shortcuts should be treated as their targets.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:FileName Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the selected filename.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string FileName { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property FileName As String
```

## Visual C++

```
public:  
property String^ FileName {  
    String^ get ();  
}
```

## Field Value

A String object.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be used when multiple files are selected.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:Filters Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the filters used by the dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogFilterCollection Filters { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Filters As CommonFileDialogFilterCollection
```

## Visual C++

```
public:  
property CommonFileDialogFilterCollection^ Filters {  
    CommonFileDialogFilterCollection^ get ();  
}
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:InitialDirectory Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the initial directory displayed when the dialog is shown.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string InitialDirectory { get; set; }
```

## Visual Basic (Declaration)

```
Public Property InitialDirectory As String
```

## Visual C++

```
public:  
property String^ InitialDirectory {  
    String^ get ();  
    void set (String^ value);  
}
```

## Field Value

A String object.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:RestoreDirectory Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Corresponds to the FOS\_NOCHANGEDIR file dialog option.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool RestoreDirectory { get; set; }
```

## Visual Basic (Declaration)

```
Public Property RestoreDirectory As Boolean
```

## Visual C++

```
public:  
property bool RestoreDirectory {  
    bool get ();  
    void set (bool value);  
}
```

## **Remarks**

According to the win32 documentation, this value is not used.d

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:ShowHiddenItems Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether to show hidden items.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool ShowHiddenItems { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ShowHiddenItems As Boolean
```

## Visual C++

```
public:  
property bool ShowHiddenItems {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:ShowPlacesList Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether to show or hide the list of pinned places that the user can choose from.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool ShowPlacesList { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ShowPlacesList As Boolean
```

## Visual C++

```
public:  
property bool ShowPlacesList {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This property cannot be set when the dialog is visible.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:Title Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the dialog title.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Title { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Title As String
```

## Visual C++

```
public:  
property String^ Title {  
    String^ get ();  
    void set (String^ value);  
}
```

## Field Value

A String object.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:UsageIdentifier Property

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that enables a calling application to associate a GUID with a dialog's persisted state.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public Guid UsageIdentifier { get; set; }
```

## **Visual Basic (Declaration)**

```
Public Property UsageIdentifier As Guid
```

## **Visual C++**

```
public:  
property Guid UsageIdentifier {  
    Guid get ();  
    void set (Guid value);  
}
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

Vista Bridge Library for Managed code development

CommonFileDialog Events

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialog](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
⚡	<a href="#">FileOk</a>	Raised just before the dialog is about to return with a result.
⚡	<a href="#">FileTypeChanged</a>	Raised when the dialog is opened to notify the application of the initial chosen filetype.
⚡	<a href="#">FolderChanged</a>	Raised when the user navigates to a new folder.
⚡	<a href="#">FolderChanging</a>	Raised just before the user navigates to a new folder.
⚡	<a href="#">Opening</a>	Raised when the dialog is opening.
⚡	<a href="#">SelectionChanged</a>	Raised when the user changes the selection in the dialog's view.

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:FileOk Event

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised just before the dialog is about to return with a result.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public event CancelEventHandler FileOk
```

## **Visual Basic (Declaration)**

```
Public Event FileOk As CancelEventHandler
```

## **Visual C++**

```
public:  
    event CancelEventHandler^ FileOk {  
        void add (CancelEventHandler^ value);  
        void remove (CancelEventHandler^ value);  
    }
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:FileTypeChanged Event

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the dialog is opened to notify the application of the initial chosen filetype.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ■ Syntax

## C#

```
public event EventHandler FileTypeChanged
```

## Visual Basic (Declaration)

```
Public Event FileTypeChanged As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ FileTypeChanged {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:FolderChanged Event

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the user navigates to a new folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler FolderChanged
```

## Visual Basic (Declaration)

```
Public Event FolderChanged As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ FolderChanged {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:FolderChanging Event

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised just before the user navigates to a new folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public event EventHandler<CommonFileDialogFolderChangeEventArgs> FolderChanging;
```

## Visual Basic (Declaration)

```
Public Event FolderChanging As EventHandler(Of CommonFileDialogFolderChangeEventArgs)
```

## Visual C++

```
public:  
    event EventHandler<CommonFileDialogFolderChangeEventArgs> FolderChanging;  
    void add (EventHandler<CommonFileDialogFolderChangeEventArgs> handler);  
    void remove (EventHandler<CommonFileDialogFolderChangeEventArgs> handler);  
}
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

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Vista Bridge Library for Managed code development

CommonFileDialog...:Opening Event

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the dialog is opening.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler Opening
```

## Visual Basic (Declaration)

```
Public Event Opening As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ Opening {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialog...:SelectionChanged Event

[CommonFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the user changes the selection in the dialog's view.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler SelectionChanged
```

## Visual Basic (Declaration)

```
Public Event SelectionChanged As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ SelectionChanged {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[CommonFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonFileDialogButton Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for all PushButton controls on Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public class CommonFileDialogButton : CommonFileDialogProminentControl
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogButton _  
    Inherits CommonFileDialogProminentControl
```

## Visual C++

```
public ref class CommonFileDialogButton : public CommonFileDialogProminentControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogProminer](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogButton

## See Also

[CommonFileDialogButton Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
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- Include Protected Members
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CommonFileDialogButton Members

[CommonFileDialogButton Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)  
[Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogButton](#) type exposes the following members.

# Constructors

	Name	Description
	<a href="#">CommonFileDialogButton</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Events

Name	Description
 <a href="#">Click</a>	Occurs when the control is clicked. This event is routed from COM via the event sink.

## See Also

[CommonFileDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogButton Constructor

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogButton()</u></a>	Creates a new instance of this class
	<a href="#"><u>CommonFileDialogButton(String)</u></a>	Creates a new instance of this class with the text only
	<a href="#"><u>CommonFileDialogButton(String, String)</u></a>	Creates a new instance of this class with the specified name and text.

## See Also

[CommonFileDialogButton Class](#)

[CommonFileDialogButton Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogButton Constructor

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public OpenFileDialogButton()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogButton()
```

## See Also

[CommonFileDialogButton Class](#)

[CommonFileDialogButton Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogButton Constructor (String)

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the text only

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogButton(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogButton(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogButton Class](#)

[CommonFileDialogButton Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonFileDialogButton Constructor (String, String)

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogButton(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogButton(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String

The name of this control

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogButton Class](#)

[CommonFileDialogButton Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogButton Fields

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogButton](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogButton Methods

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogButton](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogButton Properties

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogButton](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogButton Events

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogButton](#) type exposes the following members.

# Events

Name	Description
 <a href="#">Click</a>	Occurs when the control is clicked. This event is routed from COM via the event sink.

## See Also

[CommonFileDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogButton...:Click Event

[CommonFileDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Occurs when the control is clicked. This event is routed from COM via the event sink.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ■ Syntax

## C#

```
public event EventHandler Click
```

## Visual Basic (Declaration)

```
Public Event Click As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ Click {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[CommonFileDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for all CheckButton controls on Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public class CommonFileDialogCheckBox : CommonFileDialogProminentCor
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogCheckBox _  
    Inherits CommonFileDialogProminentControl
```

## Visual C++

```
public ref class CommonFileDialogCheckBox : public CommonFileDialog
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogProminer](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogCheckB

## **See Also**

[CommonFileDialogCheckBox Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Members

[CommonFileDialogCheckBox Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)  
[Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogCheckBox](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogCheckBox</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsChecked</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these
 <a href="#">IsProminent</a>	controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Events

	<b>Name</b>	<b>Description</b>
	<a href="#">CheckedChanged</a>	Occurs when the check state is changed

## See Also

[CommonFileDialogCheckBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Constructor

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogCheckBox()</u></a>	Creates a new instance of this class
	<a href="#"><u>CommonFileDialogCheckBox(String)</u></a>	Creates a new instance of this class with the specified text
	<a href="#"><u>CommonFileDialogCheckBox(String, Boolean)</u></a>	Creates a new instance of this class with the specified text and check state.
	<a href="#"><u>CommonFileDialogCheckBox(String, String)</u></a>	Creates a new instance of this class with the specified name and text
	<a href="#"><u>CommonFileDialogCheckBox(String, String, Boolean)</u></a>	Creates a new instance of this class with the specified name, text and checked state.

## See Also

[CommonFileDialogCheckBox Class](#)

[CommonFileDialogCheckBox Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Constructor

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public OpenFileDialogCheckBox()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogCheckBox()
```

## See Also

[CommonFileDialogCheckBox Class](#)

[CommonFileDialogCheckBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Constructor (String)

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogCheckBox(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogCheckBox(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogCheckBox Class](#)

[CommonFileDialogCheckBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

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Vista Bridge Library for Managed code development

CommonFileDialogCheckBox Constructor (String, Boolean)

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text and check state.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogCheckBox(  
    string text,  
    bool isChecked  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String, _  
    isChecked As Boolean _  
)
```

## Visual C++

```
public:  
CommonFileDialogCheckBox(  
    String^ text,  
    bool isChecked  
)
```

## Parameters

text

Type: System...:String  
Text to display for this control

isChecked

Type: System...:Boolean  
Check state of this control

## See Also

[CommonFileDialogCheckBox Class](#)

[CommonFileDialogCheckBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonFileDialogCheckBox Constructor (String, String)

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogCheckBox(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogCheckBox(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String

The name of this control

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogCheckBox Class](#)

[CommonFileDialogCheckBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

Visual C++

XAML

Vista Bridge Library for Managed code development

CommonFileDialogCheckBox Constructor (String, String, Boolean)

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name, text and checked state.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogCheckBox(  
    string name,  
    string text,  
    bool isChecked  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String, _  
    isChecked As Boolean _  
)
```

## Visual C++

```
public:  
CommonFileDialogCheckBox(  
    String^ name,  
    String^ text,  
    bool isChecked  
)
```

## Parameters

name

Type: System...:String  
The name of this control

text

Type: System...:String  
Text to display for this control

isChecked

Type: System...:Boolean  
Check state of this control

## See Also

[CommonFileDialogCheckBox Class](#)

[CommonFileDialogCheckBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Fields

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogCheckBox](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogCheckBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Methods

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogCheckBox](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">ApplyPropertyChange</a>	<p>Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">CheckPropertyChangeAllowed</a>	<p>Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">Equals</a>	<p>Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a>.)</p>
	Finalize	<p>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</p>
	<a href="#">GetHashCode</a>	<p>Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a>.)</p>
	GetType	<p>Gets the Type of the current instance. (Inherited from Object.)</p>
	MemberwiseClone	<p>Creates a shallow copy of the current Object. (Inherited from Object.)</p>



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogCheckBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Properties

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogCheckBox](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsChecked</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these
 <a href="#">IsProminent</a>	controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogCheckBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox...:IsChecked Property

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.CommonFileDialogCheckBox.IsChecked]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool IsChecked { get; set; }
```

## Visual Basic (Declaration)

```
Public Property IsChecked As Boolean
```

## Visual C++

```
public:  
property bool IsChecked {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[CommonFileDialogCheckBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox Events

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogCheckBox](#) type exposes the following members.

# Events

	Name	Description
	<a href="#">CheckedChanged</a>	Occurs when the check state is changed

## See Also

[CommonFileDialogCheckBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogCheckBox...:CheckedChanged Event

[CommonFileDialogCheckBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Occurs when the check state is changed

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler CheckedChanged
```

## Visual Basic (Declaration)

```
Public Event CheckedChanged As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ CheckedChanged {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[CommonFileDialogCheckBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for all ComboBox controls on Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[ContentPropertyAttribute("Items")]  
public class CommonFileDialogComboBox : CommonFileDialogProminentCor
```

## Visual Basic (Declaration)

```
<ContentPropertyAttribute("Items")> _  
Public Class CommonFileDialogComboBox _  
    Inherits CommonFileDialogProminentControl
```

## Visual C++

```
[ContentPropertyAttribute(L"Items")]  
public ref class CommonFileDialogComboBox : public CommonFileDialogProminentControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogProminer](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogCombol

## See Also

[CommonFileDialogComboBox Members](#)

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CommonFileDialogComboBox Members

[CommonFileDialogComboBox Class](#) [Constructors](#) [Methods](#) [Fields](#)  
[Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogComboBox](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogComboBox</a>	Overloaded.

# Methods

	Name	Description
	<a href="#">ApplyPropertyChange</a>	<p>Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">CheckPropertyChangeAllowed</a>	<p>Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">Equals</a>	<p>Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a>.)</p>
	Finalize	<p>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</p>
	<a href="#">GetHashCode</a>	<p>Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a>.)</p>
	GetType	<p>Gets the Type of the current instance. (Inherited from Object.)</p>



MemberwiseClone

Creates a shallow copy of the current Object.

(Inherited from Object.)



[RaiseSelectedIndexChangedEvent](#)

Raises the SelectedIndexChanged event if 'this' control is enabled.



ToString

Returns a String that represents the current Object.

(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Items</a>	Gets the collection of CommonFileDialogBoxBoxItem objects
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">SelectedIndex</a>	Gets the current index of the selected item
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Events

	<b>Name</b>	<b>Description</b>
	<a href="#">SelectedIndexChanged</a>	Raised when the SelectedIndex is changed.

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox Constructor

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogComboBox()</a>	Creates a new instance of this class
	<a href="#">CommonFileDialogComboBox(String)</a>	Creates a new instance of this class with the specified name

## See Also

[CommonFileDialogComboBox Class](#)

[CommonFileDialogComboBox Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox Constructor

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public OpenFileDialogComboBox()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogComboBox()
```

## See Also

[CommonFileDialogComboBox Class](#)

[CommonFileDialogComboBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox Constructor (String)

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogComboBox(  
    string name  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogComboBox(  
    String^ name  
)
```

## Parameters

name

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogComboBox Class](#)

[CommonFileDialogComboBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox Fields

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogComboBox](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox Methods

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogComboBox](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">ApplyPropertyChange</a>	<p>Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">CheckPropertyChangeAllowed</a>	<p>Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">Equals</a>	<p>Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a>.)</p>
	Finalize	<p>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</p>
	<a href="#">GetHashCode</a>	<p>Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a>.)</p>
	GetType	<p>Gets the Type of the current instance. (Inherited from Object.)</p>



MemberwiseClone

Creates a shallow copy of the current Object.

(Inherited from Object.)



[RaiseSelectedIndexChangedEvent](#)

Raises the SelectedIndexChanged event if 'this' control is enabled.



ToString

Returns a String that represents the current Object.

(Inherited from Object.)

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox...:RaiseSelectedIndexChangedEvent Method

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raises the SelectedIndexChanged event if 'this' control is enabled.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public void RaiseSelectedIndexChangedEvent()
```

## **Visual Basic (Declaration)**

```
Public Sub RaiseSelectedIndexChangedEvent
```

## **Visual C++**

```
public:  
virtual void RaiseSelectedIndexChangedEvent() sealed
```

## **Remarks**

adding this method to the `ICommonFileDialogIndexedControls` interface means that we can't have it internal, and in fact it now needs to be public.

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox Properties

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogComboBox](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Items</a>	Gets the collection of CommonFileDialogBoxBoxItem objects
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">SelectedIndex</a>	Gets the current index of the selected item
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox...:Items Property

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the collection of CommonFileDialogBoxBoxItem objects

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public Collection<CommonFileDialogComboBoxItem> Items { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Items As Collection(Of CommonFileDialogCom
```

## Visual C++

```
public:  
property Collection<CommonFileDialogComboBoxItem>^ Items {  
    Collection<CommonFileDialogComboBoxItem>^ get ();  
}
```

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox...:SelectedIndex Property

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the current index of the selected item

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int SelectedIndex { get; set; }
```

## Visual Basic (Declaration)

```
Public Property SelectedIndex As Integer
```

## Visual C++

```
public:  
virtual property int SelectedIndex {  
    int get () sealed;  
    void set (int value) sealed;  
}
```

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox Events

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogComboBox](#) type exposes the following members.

# Events

	Name	Description
	<a href="#">SelectedIndexChanged</a>	Raised when the SelectedIndex is changed.

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBox...:SelectedIndexChanged Event

[CommonFileDialogComboBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the SelectedIndex is changed.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler SelectedIndexChanged
```

## Visual Basic (Declaration)

```
Public Event SelectedIndexChanged As EventHandler
```

## Visual C++

```
public:  
virtual event EventHandler^ SelectedIndexChanged {  
    void add (EventHandler^ value);  
    void remove (EventHandler^ value);  
}
```

## Remarks

Initializing the SelectedIndexChanged event with an empty delegate allows us to skip the "if (SelectedIndexChanged != null) { /\* fire the event \*/ }" test.

## See Also

[CommonFileDialogComboBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBoxItem Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Class that represents a ComboBoxItem for the Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public class CommonFileDialogComboBoxItem
```

## **Visual Basic (Declaration)**

```
Public Class CommonFileDialogComboBoxItem
```

## **Visual C++**

```
public ref class CommonFileDialogComboBoxItem
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogComboBox

## See Also

[CommonFileDialogComboBoxItem Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBoxItem Members

[CommonFileDialogComboBoxItem Class](#) [Constructors](#) [Methods](#) [Properties](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogComboBoxItem](#) type exposes the following members.

# Constructors

	Name	Description
	<a href="#">CommonFileDialogComboBoxItem</a>	Overloaded.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
 <a href="#">Text</a>	String that will be displayed for this item

## See Also

[CommonFileDialogComboBoxItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

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CommonFileDialogComboBoxItem Constructor

[CommonFileDialogComboBoxItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogComboBoxItem()</u></a>	Creates a new instance of this class
	<a href="#"><u>CommonFileDialogComboBoxItem(String)</u></a>	Creates a new instance of this class with the specified text

## See Also

[CommonFileDialogComboBoxItem Class](#)

[CommonFileDialogComboBoxItem Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBoxItem Constructor

[CommonFileDialogComboBoxItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogComboBoxItem()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogComboBoxItem()
```

## See Also

[CommonFileDialogComboBoxItem Class](#)

[CommonFileDialogComboBoxItem Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBoxItem Constructor (String)

[CommonFileDialogComboBoxItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogComboBoxItem(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogComboBoxItem(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

**[Missing <param name="text"/> documentation for**

**"M:Microsoft.SDK.Samples.VistaBridge.Library.CommonFileDialogComboBoxItem.#ctor(Sys**

## See Also

[CommonFileDialogComboBoxItem Class](#)

[CommonFileDialogComboBoxItem Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBoxItem Methods

[CommonFileDialogComboBoxItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogComboBoxItem](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[CommonFileDialogComboBoxItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBoxItem Properties

[CommonFileDialogComboBoxItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogComboBoxItem](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Text</a>	String that will be displayed for this item

## See Also

[CommonFileDialogComboBoxItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogComboBoxItem...:Text Property

[CommonFileDialogComboBoxItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

String that will be displayed for this item

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Text { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Text As String
```

## Visual C++

```
public:  
property String^ Text {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[CommonFileDialogComboBoxItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Abstract class that supports shared functionality for common file dialog controls.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public abstract class CommonFileDialogControl : DialogControl
```

## Visual Basic (Declaration)

```
Public MustInherit Class CommonFileDialogControl _  
    Inherits DialogControl
```

## Visual C++

```
public ref class CommonFileDialogControl abstract : public DialogCor
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogLabel](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogMenuItem](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogProminer](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogRadioBu](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogSeparato](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogTextBox](#)

## See Also

[CommonFileDialogControl Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Members

[CommonFileDialogControl Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogControl](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">CommonFileDialogControl</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

# Fields

Name	Description
 <a href="#">textValue</a>	Holds the text that will be displayed for this control.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out.
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">Text</a>	The text string that shows on the control
	<a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible.

## See Also

[CommonFileDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Constructor

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogControl()</u></a>	Creates a new instance of this class.
	<a href="#"><u>CommonFileDialogControl(String)</u></a>	Create a new instance of this class with text only.
	<a href="#"><u>CommonFileDialogControl(String, String)</u></a>	Creates a new instance of this class using the specified name and text.

## See Also

[CommonFileDialogControl Class](#)

[CommonFileDialogControl Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Constructor

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
protected CommonFileDialogControl()
```

## **Visual Basic (Declaration)**

```
Protected Sub New
```

## **Visual C++**

```
protected:  
CommonFileDialogControl()
```

## See Also

[CommonFileDialogControl Class](#)

[CommonFileDialogControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Constructor (String)

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Create a new instance of this class with text only.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected CommonFileDialogControl(  
    string text  
)
```

## Visual Basic (Declaration)

```
Protected Sub New ( _  
    text As String _  
)
```

## Visual C++

```
protected:  
CommonFileDialogControl(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

the text of common file dialog control

## See Also

[CommonFileDialogControl Class](#)

[CommonFileDialogControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Constructor (String, String)

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class using the specified name and text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected CommonFileDialogControl(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Protected Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
protected:  
CommonFileDialogControl(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String  
the name of common file dialog control

text

Type: System...:String  
the text of common file dialog control

## See Also

[CommonFileDialogControl Class](#)

[CommonFileDialogControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Fields

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogControl](#) type exposes the following members.

# Fields

Name	Description
 <a href="#">textValue</a>	Holds the text that will be displayed for this control.

## See Also

[CommonFileDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl...:textValue Field

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Holds the text that will be displayed for this control.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected string textValue
```

## Visual Basic (Declaration)

```
Protected textValue As String
```

## Visual C++

```
protected:  
String^ textValue
```

## See Also

[CommonFileDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Methods

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogControl](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl Properties

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogControl](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out.
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">Text</a>	The text string that shows on the control
	<a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible.

## See Also

[CommonFileDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl...:Enabled Property

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Is this control enabled. Disabled controls are grayed out.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool Enabled { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Enabled As Boolean
```

## Visual C++

```
public:  
property bool Enabled {  
    bool get ();  
    void set (bool value);  
}
```

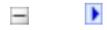
## See Also

[CommonFileDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl...:Text Property

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The text string that shows on the control

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public virtual string Text { get; set; }
```

## Visual Basic (Declaration)

```
Public Overridable Property Text As String
```

## Visual C++

```
public:  
virtual property String^ Text {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[CommonFileDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogControl...:Visible Property

[CommonFileDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool Visible { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Visible As Boolean
```

## Visual C++

```
public:  
property bool Visible {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[CommonFileDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Stores file extensions used to filter files that appear in File Open and File Save dialogs.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public class CommonFileDialogFilter
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogFilter
```

## Visual C++

```
public ref class CommonFileDialogFilter
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogFilter

## See Also

[CommonFileDialogFilter Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter Members

[CommonFileDialogFilter Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#)  
[Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFilter](#) type exposes the following members.

# Constructors

	Name	Description
	<a href="#">CommonFileDialogFilter</a>	Overloaded.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	<a href="#">ToString</a>	Returns a string representation for this filter that includes the display name and the list of extensions. (Overrides Object...:ToString()().)

# **Properties**

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>DisplayName</u></a>	Gets or sets the display name for this filter.
	<a href="#"><u>Extensions</u></a>	Gets a collection of the individual extensions described by this filter.
	<a href="#"><u>ShowExtensions</u></a>	Gets or sets a value that controls whether the extensions are displayed.

## See Also

[CommonFileDialogFilter Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter Constructor

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogFilter()</a>	Creates a new instance of this class.
	<a href="#">CommonFileDialogFilter(String, String)</a>	Creates a new instance of this class with the specified display name and file extension list.

## See Also

[CommonFileDialogFilter Class](#)

[CommonFileDialogFilter Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter Constructor

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogFilter()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogFilter()
```

## See Also

[CommonFileDialogFilter Class](#)

[CommonFileDialogFilter Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter Constructor (String, String)

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified display name and file extension list.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogFilter(  
    string rawDisplayName,  
    string extensionList  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    rawDisplayName As String, _  
    extensionList As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogFilter(  
    String^ rawDisplayName,  
    String^ extensionList  
)
```

## Parameters

rawDisplayName

Type: System....String

The name for this filter.

extensionList

Type: System....String

The list of extensions in this filter. See remarks.

## **Remarks**

The extensionList can use a semicolon(";") or comma (",") to separate extensions. Extensions can be prefaced with a period (".") or with the file wild card specifier "\*."

# Permissions

Permission	Description
System...:ArgumentNullException	The extensionList cannot be null or a zero-length string.

## See Also

[CommonFileDialogFilter Class](#)

[CommonFileDialogFilter Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
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CommonFileDialogFilter Methods

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFilter](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	<a href="#">ToString</a>	Returns a string representation for this filter that includes the display name and the list of extensions. (Overrides Object...:ToString()().)

## See Also

[CommonFileDialogFilter Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter...:ToString Method

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns a string representation for this filter that includes the display name and the list of extensions.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public override string ToString()
```

## Visual Basic (Declaration)

```
Public Overrides Function ToString As String
```

## Visual C++

```
public:  
virtual String^ ToString() override
```

## Return Value

A String.

## See Also

[CommonFileDialogFilter Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter Properties

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFilter](#) type exposes the following members.

# **Properties**

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>DisplayName</u></a>	Gets or sets the display name for this filter.
	<a href="#"><u>Extensions</u></a>	Gets a collection of the individual extensions described by this filter.
	<a href="#"><u>ShowExtensions</u></a>	Gets or sets a value that controls whether the extensions are displayed.

## See Also

[CommonFileDialogFilter Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter...:DisplayName Property

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the display name for this filter.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string DisplayName { get; set; }
```

## Visual Basic (Declaration)

```
Public Property DisplayName As String
```

## Visual C++

```
public:  
property String^ DisplayName {  
    String^ get ();  
    void set (String^ value);  
}
```

# Permissions

<b>Permission</b>	<b>Description</b>
System...:ArgumentNullException	The value for this property cannot be set to null or a zero-length string.

## See Also

[CommonFileDialogFilter Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter...:Extensions Property

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a collection of the individual extensions described by this filter.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Collection<string> Extensions { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Extensions As Collection(Of String)
```

## Visual C++

```
public:  
property Collection<String^>^ Extensions {  
    Collection<String^>^ get ();  
}
```

## See Also

[CommonFileDialogFilter Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilter...:ShowExtensions Property

[CommonFileDialogFilter Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether the extensions are displayed.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool ShowExtensions { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ShowExtensions As Boolean
```

## Visual C++

```
public:  
property bool ShowExtensions {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[CommonFileDialogFilter Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonFileDialogFilterCollection Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Strongly typed collection for file dialog filters.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public class CommonFileDialogFilterCollection : Collection<CommonFi
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogFilterCollection _  
    Inherits Collection(Of CommonFileDialogFilter)
```

## Visual C++

```
public ref class CommonFileDialogFilterCollection : public Collectio
```

# ■ Inheritance Hierarchy

System...:Object

System.Collections.ObjectModel...:Collection<(Of  
<[CommonFileDialogFilter](#)>>>

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogFilterColle

## See Also

[CommonFileDialogFilterCollection Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilterCollection Members

[CommonFileDialogFilterCollection Class](#) [Constructors](#) [Methods](#) [Properties](#)  
[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFilterCollection](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">CommonFileDialogFilterCollection</a>	Initializes a new instance of the <a href="#">CommonFileDialogFilterCollection</a> class

# Methods

	Name	Description
	Add	Adds an object to the end of the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	Clear	Removes all elements from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	ClearItems	Removes all elements from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	Contains	Determines whether an element is in the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	CopyTo	Copies the entire Collection<(Of <(T)>>) to a compatible one-dimensional Array, starting at the specified index of the target array. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	GetEnumerator	Returns an enumerator that iterates through the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)

	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	IndexOf	Searches for the specified object and returns the zero-based index of the first occurrence within the entire Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	Insert	Inserts an element into the Collection<(Of <(T)>>) at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	InsertItem	Inserts an element into the Collection<(Of <(T)>>) at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	Remove	Removes the first occurrence of a specific object from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	RemoveAt	Removes the element at the specified index of the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	RemoveItem	Removes the element at the specified index of the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	SetItem	Replaces the element at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
 Count	Gets the number of elements actually contained in the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
 Item	Gets or sets the element at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
 Items	Gets a IList<(Of <(T)>>) wrapper around the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)

# Explicit Interface Implementations

Name	Description
 IList...:Add	Adds an item to t (Inherited from C <(CommonFileD
 IList...:Contains	Determines whet contains a specifi (Inherited from C <(CommonFileD
 ICollection...:CopyTo	Copies the eleme ICollection to an at a particular Ar (Inherited from C <(CommonFileD
 IEnumerable...:GetEnumerator	Returns an enum iterates through a (Inherited from C <(CommonFileD
 IList...:IndexOf	Determines the in specific item in tl (Inherited from C <(CommonFileD
 IList...:Insert	Inserts an item in the specified inde (Inherited from C <(CommonFileD
 IList...:IsFixedSize	Gets a value indi the IList has a fix (Inherited from C <(CommonFileD
 System#Collections#Generic#ICollection{T}#IsReadOnly	(Inherited from C <(CommonFileD Gets a value indi the IList is read-c

 IList...:IsReadOnly	(Inherited from C <(CommonFileD
 ICollection...:IsSynchronized	Gets a value indi access to the ICo synchronized (th (Inherited from C <(CommonFileD
 IList...:Item	Gets or sets the e specified index. (Inherited from C <(CommonFileD
 IList...:Remove	Removes the firs a specific object : (Inherited from C <(CommonFileD
 ICollection...:SyncRoot	Gets an object th synchronize acce ICollection. (Inherited from C <(CommonFileD

## See Also

[CommonFileDialogFilterCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilterCollection Constructor

[CommonFileDialogFilterCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Initializes a new instance of the [CommonFileDialogFilterCollection](#) class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogFilterCollection()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogFilterCollection()
```

## See Also

[CommonFileDialogFilterCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilterCollection Methods

[CommonFileDialogFilterCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFilterCollection](#) type exposes the following members.

# Methods

	Name	Description
	Add	Adds an object to the end of the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	Clear	Removes all elements from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	ClearItems	Removes all elements from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	Contains	Determines whether an element is in the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	CopyTo	Copies the entire Collection<(Of <(T)>>) to a compatible one-dimensional Array, starting at the specified index of the target array. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	GetEnumerator	Returns an enumerator that iterates through the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)

=	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
=	GetType	Gets the Type of the current instance. (Inherited from Object.)
=	IndexOf	Searches for the specified object and returns the zero-based index of the first occurrence within the entire Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
=	Insert	Inserts an element into the Collection<(Of <(T)>>) at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
=	InsertItem	Inserts an element into the Collection<(Of <(T)>>) at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
=	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=	Remove	Removes the first occurrence of a specific object from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
=	RemoveAt	Removes the element at the specified index of the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
=	RemoveItem	Removes the element at the specified index of the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
=	SetItem	Replaces the element at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
=	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Explicit Interface Implementations

	Name	Description
	IList...:Add	Adds an item to the IList. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	IList...:Contains	Determines whether the IList contains a specific value. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	ICollection...:CopyTo	Copies the elements of the ICollection to an Array, starting at a particular Array index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	IEnumerable...:GetEnumerator	Returns an enumerator that iterates through a collection. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	IList...:IndexOf	Determines the index of a specific item in the IList. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	IList...:Insert	Inserts an item into the IList at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
	IList...:Remove	Removes the first occurrence of a specific object from the IList. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)

## See Also

[CommonFileDialogFilterCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFilterCollection Properties

[CommonFileDialogFilterCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFilterCollection](#) type exposes the following members.

# Properties

Name	Description
 Count	Gets the number of elements actually contained in the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
 Item	Gets or sets the element at the specified index. (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)
 Items	Gets a IList<(Of <(T)>>) wrapper around the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(CommonFileDialogFilter)>>).)

# Explicit Interface Implementations

Name	Description
 IList...: IsFixedSize	Gets a value indicating whether the IList has a fixed size. (Inherited from <a href="#">ICollection</a> )
 System#Collections#Generic#ICollection{T}#IsReadOnly	(Inherited from <a href="#">ICollection</a> )
 IList...: IsReadOnly	Gets a value indicating whether the IList is read-only. (Inherited from <a href="#">ICollection</a> )
 ICollection...: IsSynchronized	Gets a value indicating whether access to the ICollection is synchronized (thread safe). (Inherited from <a href="#">ICollection</a> )
 IList...: Item	Gets or sets the element at the specified index. (Inherited from <a href="#">ICollection</a> )
 ICollection...: SyncRoot	Gets an object that can be used to synchronize access to the ICollection. (Inherited from <a href="#">ICollection</a> )

## See Also

[CommonFileDialogFilterCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFolderChangeEventArgs Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The event data associated with [FolderChanging](#) event.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class CommonFileDialogFolderChangeEventArgs : CancelEventArgs
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogFolderChangeEventArgs _  
    Inherits CancelEventArgs
```

## Visual C++

```
public ref class CommonFileDialogFolderChangeEventArgs : public Canc
```

# **Inheritance Hierarchy**

System...:Object

System...:EventArgs

System.ComponentModel...:CancelEventArgs

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogFolderCl

## **See Also**

[CommonFileDialogFolderChangeEventArgs Members](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFolderChangeEventArgs Members

[CommonFileDialogFolderChangeEventArgs Class](#) [Constructors](#) [Methods](#)  
[Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFolderChangeEventArgs](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogFolderChangeEventArgs</a>	Creates a new instance of this class.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
 <b>Cancel</b>	Gets or sets a value indicating whether the event should be canceled. (Inherited from CancelEventArgs.)
 <b><u>Folder</u></b>	Gets or sets the name of the folder.

## See Also

[CommonFileDialogFolderChangeEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFolderChangeEventArgs Constructor

[CommonFileDialogFolderChangeEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogFolderChangeEventArgs(  
    string folder  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    folder As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogFolderChangeEventArgs(  
    String^ folder  
)
```

## Parameters

folder

Type: System...:String

The name of the folder.

## See Also

[CommonFileDialogFolderChangeEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFolderChangeEventArgs Methods

[CommonFileDialogFolderChangeEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFolderChangeEventArgs](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[CommonFileDialogFolderChangeEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFolderChangeEventArgs Properties

[CommonFileDialogFolderChangeEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogFolderChangeEventArgs](#) type exposes the following members.

# Properties

Name	Description
 <b>Cancel</b>	Gets or sets a value indicating whether the event should be canceled. (Inherited from CancelEventArgs.)
 <b><u>Folder</u></b>	Gets or sets the name of the folder.

## See Also

[CommonFileDialogFolderChangeEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogFolderChangeEventArgs...:Folder Property

[CommonFileDialogFolderChangeEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the name of the folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Folder { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Folder As String
```

## Visual C++

```
public:  
property String^ Folder {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[CommonFileDialogFolderChangeEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogGroupBox Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The abstract class a group box control for the Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[ContentPropertyAttribute("Items")]  
public class CommonFileDialogGroupBox : CommonFileDialogProminentCor
```

## Visual Basic (Declaration)

```
<ContentPropertyAttribute("Items")> _  
Public Class CommonFileDialogGroupBox _  
    Inherits CommonFileDialogProminentControl
```

## Visual C++

```
[ContentPropertyAttribute(L"Items")]  
public ref class CommonFileDialogGroupBox : public CommonFileDialogProminentControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogProminer](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogGroupB

## See Also

[CommonFileDialogGroupBox Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

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CommonFileDialogGroupBox Members

[CommonFileDialogGroupBox Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogGroupBox](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogGroupBox</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Items</a>	Gets the collection of controls for this group box
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogGroupBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

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CommonFileDialogGroupBox Constructor

[CommonFileDialogGroupBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogGroupBox()</u></a>	Creates a new instance of this class
	<a href="#"><u>CommonFileDialogGroupBox(String)</u></a>	Create a new instance of this class with the specified text
	<a href="#"><u>CommonFileDialogGroupBox(String, String)</u></a>	Creates a new instance of this class with the specified name and text.

## See Also

[CommonFileDialogGroupBox Class](#)

[CommonFileDialogGroupBox Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogGroupBox Constructor

[CommonFileDialogGroupBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public OpenFileDialogGroupBox()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogGroupBox()
```

## See Also

[CommonFileDialogGroupBox Class](#)

[CommonFileDialogGroupBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

[Visual C++](#)

[XAML](#)

Vista Bridge Library for Managed code development

CommonFileDialogGroupBox Constructor (String)

[CommonFileDialogGroupBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Create a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogGroupBox(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogGroupBox(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogGroupBox Class](#)

[CommonFileDialogGroupBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

[Visual C++](#)

[XAML](#)

Vista Bridge Library for Managed code development

CommonFileDialogGroupBox Constructor (String, String)

[CommonFileDialogGroupBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogGroupBox(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogGroupBox(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String

The name of this control

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogGroupBox Class](#)

[CommonFileDialogGroupBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
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- Include Inherited Members

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CommonFileDialogGroupBox Fields

[CommonFileDialogGroupBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogGroupBox](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogGroupBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogGroupBox Methods

[CommonFileDialogGroupBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogGroupBox](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogGroupBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogGroupBox Properties

[CommonFileDialogGroupBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogGroupBox](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Items</a>	Gets the collection of controls for this group box
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogGroupBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogGroupBox...:Items Property

[CommonFileDialogGroupBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the collection of controls for this group box

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public Collection<DialogControl> Items { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Items As Collection(Of DialogControl)
```

## Visual C++

```
public:  
property Collection<DialogControl> Items {  
    Collection<DialogControl> get ();  
}
```

## See Also

[CommonFileDialogGroupBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogLabel Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for label controls on Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class CommonFileDialogLabel : CommonFileDialogControl
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogLabel _  
    Inherits CommonFileDialogControl
```

## Visual C++

```
public ref class CommonFileDialogLabel : public CommonFileDialogCont
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogLabel

## See Also

[CommonFileDialogLabel Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- Include Protected Members
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CommonFileDialogLabel Members

[CommonFileDialogLabel Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogLabel](#) type exposes the following members.

# Constructors

	Name	Description
	<a href="#">CommonFileDialogLabel</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl.</a> )
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl.</a> )

## See Also

[CommonFileDialogLabel Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogLabel Constructor

[CommonFileDialogLabel Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	<a href="#">CommonFileDialogLabel()</a>	Creates a new instance of this class
◆	<a href="#">CommonFileDialogLabel(String)</a>	Creates a new instance of this class with the specified text
◆	<a href="#">CommonFileDialogLabel(String, String)</a>	Creates a new instance of this class with the specified name and text.

## See Also

[CommonFileDialogLabel Class](#)

[CommonFileDialogLabel Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogLabel Constructor

[CommonFileDialogLabel Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogLabel()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
CommonFileDialogLabel()
```

## See Also

[CommonFileDialogLabel Class](#)

[CommonFileDialogLabel Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogLabel Constructor (String)

[CommonFileDialogLabel Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogLabel(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogLabel(  
    String^ text  
)
```

## Parameters

text

Type: System...:String  
the text of text control

## See Also

[CommonFileDialogLabel Class](#)

[CommonFileDialogLabel Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonFileDialogLabel Constructor (String, String)

[CommonFileDialogLabel Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogLabel(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogLabel(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String

The name of this control

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogLabel Class](#)

[CommonFileDialogLabel Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogLabel Fields

[CommonFileDialogLabel Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogLabel](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogLabel Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogLabel Methods

[CommonFileDialogLabel Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogLabel](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogLabel Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogLabel Properties

[CommonFileDialogLabel Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogLabel](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl.</a> )
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl.</a> )

## See Also

[CommonFileDialogLabel Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenu Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for all Menu controls on Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[ContentPropertyAttribute("Items")]  
public class CommonFileDialogMenu : CommonFileDialogProminentControl
```

## Visual Basic (Declaration)

```
<ContentPropertyAttribute("Items")> _  
Public Class CommonFileDialogMenu _  
    Inherits CommonFileDialogProminentControl
```

## Visual C++

```
[ContentPropertyAttribute(L"Items")]  
public ref class CommonFileDialogMenu : public CommonFileDialogPromi
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogProminer](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogMenu

## See Also

[CommonFileDialogMenu Members](#)

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CommonFileDialogMenu Members

[CommonFileDialogMenu Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenu](#) type exposes the following members.

# Constructors

	Name	Description
	<a href="#">CommonFileDialogMenu</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Items</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogMenu Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

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CommonFileDialogMenu Constructor

[CommonFileDialogMenu Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogMenu()</u></a>	Creates a new instance of this class
	<a href="#"><u>CommonFileDialogMenu(String)</u></a>	Creates a new instance of this class with the specified text
	<a href="#"><u>CommonFileDialogMenu(String, String)</u></a>	Creates a new instance of this class with the specified name and text

## See Also

[CommonFileDialogMenu Class](#)

[CommonFileDialogMenu Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenu Constructor

[CommonFileDialogMenu Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogMenu()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogMenu()
```

## See Also

[CommonFileDialogMenu Class](#)

[CommonFileDialogMenu Overload](#)

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C#  Visual Basic

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CommonFileDialogMenu Constructor (String)

[CommonFileDialogMenu Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogMenu(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogMenu(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogMenu Class](#)

[CommonFileDialogMenu Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

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Vista Bridge Library for Managed code development

CommonFileDialogMenu Constructor (String, String)

[CommonFileDialogMenu Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogMenu(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogMenu(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String

The name of this control

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogMenu Class](#)

[CommonFileDialogMenu Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenu Fields

[CommonFileDialogMenu Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenu](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogMenu Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenu Methods

[CommonFileDialogMenu Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenu](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogMenu Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenu Properties

[CommonFileDialogMenu Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenu](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'. (Inherited from <a href="#">CommonFileDialogProminentControl</a> .)
 <a href="#">Items</a>	
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogMenu Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenu...:Items Property

[CommonFileDialogMenu Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.CommonFileDialogMenu.Items]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public Collection<CommonFileDialogMenuItem> Items { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Items As Collection(Of CommonFileDialogMenu
```

## Visual C++

```
public:  
property Collection<CommonFileDialogMenuItem> Items {  
    Collection<CommonFileDialogMenuItem> get ();  
}
```

## See Also

[CommonFileDialogMenu Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for the menu items for the Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public class CommonFileDialogMenuItem : CommonFileDialogControl
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogMenuItem _  
    Inherits CommonFileDialogControl
```

## Visual C++

```
public ref class CommonFileDialogMenuItem : public CommonFileDialogControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogMenuIter

## See Also

[CommonFileDialogMenuItem Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Members

[CommonFileDialogMenuItem Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)  
[Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenuItem](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogMenuItem</u></a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl.</a> )
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl.</a> )

# Events

	<b>Name</b>	<b>Description</b>
	<a href="#">Click</a>	Called when a menu item is clicked

## See Also

[CommonFileDialogMenuItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Constructor

[CommonFileDialogMenuItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogMenuItem()</a>	Creates a new instance of this class
	<a href="#">CommonFileDialogMenuItem(String)</a>	Creates a new instance of this class with the specified text

## See Also

[CommonFileDialogMenuItem Class](#)

[CommonFileDialogMenuItem Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Constructor

[CommonFileDialogMenuItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogMenuItem()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogMenuItem()
```

## See Also

[CommonFileDialogMenuItem Class](#)

[CommonFileDialogMenuItem Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Constructor (String)

[CommonFileDialogMenuItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogMenuItem(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogMenuItem(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogMenuItem Class](#)

[CommonFileDialogMenuItem Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Fields

[CommonFileDialogMenuItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenuItem](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogMenuItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Methods

[CommonFileDialogMenuItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenuItem](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogMenuItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Properties

[CommonFileDialogMenuItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenuItem](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl.</a> )
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl.</a> )

## See Also

[CommonFileDialogMenuItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem Events

[CommonFileDialogMenuItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogMenuItem](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
	<a href="#">Click</a>	Called when a menu item is clicked

## See Also

[CommonFileDialogMenuItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogMenuItem...:Click Event

[CommonFileDialogMenuItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called when a menu item is clicked

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler Click
```

## Visual Basic (Declaration)

```
Public Event Click As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ Click {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[CommonFileDialogMenuItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for all Prominent controls on Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[ContentPropertyAttribute("Items")]  
public abstract class CommonFileDialogProminentControl : CommonFileDialogControl
```

## Visual Basic (Declaration)

```
<ContentPropertyAttribute("Items")> _  
Public MustInherit Class CommonFileDialogProminentControl _  
    Inherits CommonFileDialogControl
```

## Visual C++

```
[ContentPropertyAttribute(L"Items")]  
public ref class CommonFileDialogProminentControl abstract : public
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogProminer

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogButton](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogCheckB](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogCombo](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogGroupB](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogMenu](#)

## See Also

[CommonFileDialogProminentControl Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl Members

[CommonFileDialogProminentControl Class](#) [Constructors](#) [Methods](#) [Fields](#)  
[Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogProminentControl](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogProminentControl</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'.
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogProminentControl Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl Constructor

[CommonFileDialogProminentControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	<a href="#">CommonFileDialogProminentControl()</a>	Creates a new instance of this class
◆	<a href="#">CommonFileDialogProminentControl(String)</a>	Creates a new instance of this class with the specified text
◆	<a href="#">CommonFileDialogProminentControl(String, String)</a>	Creates a new instance of this class with the specified name and text

## See Also

[CommonFileDialogProminentControl Class](#)

[CommonFileDialogProminentControl Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl Constructor

[CommonFileDialogProminentControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogProminentControl()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogProminentControl()
```

## See Also

[CommonFileDialogProminentControl Class](#)

[CommonFileDialogProminentControl Overload](#)

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CommonFileDialogProminentControl Constructor (String)

[CommonFileDialogProminentControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogProminentControl(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogProminentControl(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogProminentControl Class](#)

[CommonFileDialogProminentControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl Constructor (String, String)

[CommonFileDialogProminentControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogProminentControl(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogProminentControl(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String

The name of this control

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogProminentControl Class](#)

[CommonFileDialogProminentControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl Fields

[CommonFileDialogProminentControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogProminentControl](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogProminentControl Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl Methods

[CommonFileDialogProminentControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogProminentControl](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogProminentControl Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl Properties

[CommonFileDialogProminentControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogProminentControl](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">IsProminent</a>	Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'.
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogProminentControl Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogProminentControl...:IsProminent Property

[CommonFileDialogProminentControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Sets or gets the prominent value of this control. Note: Only one control can be specified as prominent. If more than one control is specified prominent, then an 'E\_UNEXPECTED' exception will be thrown when these controls are added to the dialog. A group box control can only be specified as prominent if it contains one control and that control is of the type 'CommonFileDialogProminentControl'.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool IsProminent { get; set; }
```

## Visual Basic (Declaration)

```
Public Property IsProminent As Boolean
```

## Visual C++

```
public:  
property bool IsProminent {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[CommonFileDialogProminentControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Represents a radio button list for the Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[ContentPropertyAttribute("Items")]  
public class CommonFileDialogRadioButtonList : CommonFileDialogControl
```

## Visual Basic (Declaration)

```
<ContentPropertyAttribute("Items")> _  
Public Class CommonFileDialogRadioButtonList _  
    Inherits CommonFileDialogControl
```

## Visual C++

```
[ContentPropertyAttribute(L"Items")]  
public ref class CommonFileDialogRadioButtonList : public CommonFile
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogRadioBu

## **See Also**

[CommonFileDialogRadioButtonList Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Members

[CommonFileDialogRadioButtonList Class](#) [Constructors](#) [Methods](#) [Fields](#)  
[Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogRadioButtonList](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogRadioButtonList</a>	Overloaded.

# Methods

	Name	Description
	<a href="#"><u>ApplyPropertyChange</u></a>	<p>Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#"><u>DialogControl</u></a>.)</p>
	<a href="#"><u>CheckPropertyChangeAllowed</u></a>	<p>Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#"><u>DialogControl</u></a>.)</p>
	<a href="#"><u>Equals</u></a>	<p>Compares two objects to determine whether they are equal (Inherited from <a href="#"><u>DialogControl</u></a>.)</p>
	Finalize	<p>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</p>
	<a href="#"><u>GetHashCode</u></a>	<p>Serves as a hash function for a particular type. (Inherited from <a href="#"><u>DialogControl</u></a>.)</p>
	GetType	<p>Gets the Type of the current instance. (Inherited from Object.)</p>



MemberwiseClone

Creates a shallow copy of the current Object.

(Inherited from Object.)



[RaiseSelectedIndexChangedEvent](#)

Called when the SelectedIndex is changed.



ToString

Returns a String that represents the current Object.

(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Enabled</u></a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#"><u>CommonFileDialogControl</u></a> .)
	<a href="#"><u>Items</u></a>	
	<a href="#"><u>Name</u></a>	(Inherited from <a href="#"><u>DialogControl</u></a> .)
	<a href="#"><u>SelectedIndex</u></a>	Gets the current index of the selected item
	<a href="#"><u>Text</u></a>	The text string that shows on the control (Inherited from <a href="#"><u>CommonFileDialogControl</u></a> .)
	<a href="#"><u>Visible</u></a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#"><u>CommonFileDialogControl</u></a> .)

# Events

	Name	Description
	<a href="#">SelectedIndexChanged</a>	Raised when the SelectedIndex is changed.

## See Also

[CommonFileDialogRadioButtonList Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Constructor

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogRadioButtonList()</u></a>	Creates a new instance of this class
	<a href="#"><u>CommonFileDialogRadioButtonList(String)</u></a>	Creates a new instance of this class with the specified name

## See Also

[CommonFileDialogRadioButtonList Class](#)

[CommonFileDialogRadioButtonList Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Constructor

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public OpenFileDialogRadioButtonList()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogRadioButtonList()
```

## **See Also**

[CommonFileDialogRadioButtonList Class](#)

[CommonFileDialogRadioButtonList Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Constructor (String)

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogRadioButtonList(  
    string name  
)
```

## **Visual Basic (Declaration)**

```
Public Sub New ( _  
    name As String _  
)
```

## **Visual C++**

```
public:  
CommonFileDialogRadioButtonList(  
    String^ name  
)
```

## **Parameters**

name

Type: System...:String

The name of this control

## See Also

[CommonFileDialogRadioButtonList Class](#)

[CommonFileDialogRadioButtonList Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Fields

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogRadioButtonList](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogRadioButtonList Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Methods

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogRadioButtonList](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#"><u>ApplyPropertyChange</u></a>	<p>Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#"><u>DialogControl</u></a>.)</p>
	<a href="#"><u>CheckPropertyChangeAllowed</u></a>	<p>Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#"><u>DialogControl</u></a>.)</p>
	<a href="#"><u>Equals</u></a>	<p>Compares two objects to determine whether they are equal (Inherited from <a href="#"><u>DialogControl</u></a>.)</p>
	Finalize	<p>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</p>
	<a href="#"><u>GetHashCode</u></a>	<p>Serves as a hash function for a particular type. (Inherited from <a href="#"><u>DialogControl</u></a>.)</p>
	GetType	<p>Gets the Type of the current instance. (Inherited from Object.)</p>



MemberwiseClone

Creates a shallow copy of the current Object.

(Inherited from Object.)



[RaiseSelectedIndexChangedEvent](#)

Called when the SelectedIndex is changed.



ToString

Returns a String that represents the current Object.

(Inherited from Object.)

## See Also

[CommonFileDialogRadioButtonList Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList....RaiseSelectedIndexChangedEvent  
Method

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called when the SelectedIndex is changed.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public void RaiseSelectedIndexChangedEvent()
```

## **Visual Basic (Declaration)**

```
Public Sub RaiseSelectedIndexChangedEvent
```

## **Visual C++**

```
public:  
virtual void RaiseSelectedIndexChangedEvent() sealed
```

## **See Also**

[CommonFileDialogRadioButtonList Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Properties

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogRadioButtonList](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
	<a href="#">Items</a>	
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">SelectedIndex</a>	Gets the current index of the selected item
	<a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl</a> .)
	<a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogRadioButtonList Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList....Items Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.CommonFileDialogRadioButtonList.Items]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public Collection<CommonFileDialogRadioButtonListItem> Items { get;
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Items As Collection(Of CommonFileDialogRad:
```

## Visual C++

```
public:  
property Collection<CommonFileDialogRadioButtonListItem>^ Items {  
    Collection<CommonFileDialogRadioButtonListItem>^ get ();  
}
```

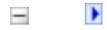
## **See Also**

[CommonFileDialogRadioButtonList Class](#)

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CommonFileDialogRadioButtonList....SelectedIndex Property

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the current index of the selected item

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int SelectedIndex { get; set; }
```

## Visual Basic (Declaration)

```
Public Property SelectedIndex As Integer
```

## Visual C++

```
public:  
virtual property int SelectedIndex {  
    int get () sealed;  
    void set (int value) sealed;  
}
```

## **See Also**

[CommonFileDialogRadioButtonList Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonList Events

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogRadioButtonList](#) type exposes the following members.

# Events

	Name	Description
	<a href="#">SelectedIndexChanged</a>	Raised when the SelectedIndex is changed.

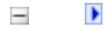
## See Also

[CommonFileDialogRadioButtonList Class](#)

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CommonFileDialogRadioButtonList...:SelectedIndexChanged Event

[CommonFileDialogRadioButtonList Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the SelectedIndex is changed.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler SelectedIndexChanged
```

## Visual Basic (Declaration)

```
Public Event SelectedIndexChanged As EventHandler
```

## Visual C++

```
public:  
virtual event EventHandler^ SelectedIndexChanged {  
    void add (EventHandler^ value);  
    void remove (EventHandler^ value);  
}
```

## **Remarks**

Initializing the SelectedIndexChanged event with an empty delegate allows us to skip the "if (SelectedIndexChanged != null) { /\* fire the event \*/ }" test.

## See Also

[CommonFileDialogRadioButtonList Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

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Vista Bridge Library for Managed code development

CommonFileDialogRadioButtonListItem Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

List item for the CommonFileDialogRadioButtonList object

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public class CommonFileDialogRadioButtonListItem
```

## **Visual Basic (Declaration)**

```
Public Class CommonFileDialogRadioButtonListItem
```

## **Visual C++**

```
public ref class CommonFileDialogRadioButtonListItem
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogRadioButto

## See Also

[CommonFileDialogRadioButtonListItem Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonListItem Members

[CommonFileDialogRadioButtonListItem Class](#) [Constructors](#) [Methods](#)  
[Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogRadioButtonListItem](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogRadioButtonListItem</u></a>	Overloaded.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
------	-------------

 <a href="#">Text</a>	
--	--

## See Also

[CommonFileDialogRadioButtonListItem Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonListItem Constructor

[CommonFileDialogRadioButtonListItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogRadioButtonListItem()</u></a>	Creates a new instance of this class
	<a href="#"><u>CommonFileDialogRadioButtonListItem(String)</u></a>	Creates a new instance of this class with the specified text

## See Also

[CommonFileDialogRadioButtonListItem Class](#)

[CommonFileDialogRadioButtonListItem Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonListItem Constructor

[CommonFileDialogRadioButtonListItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogRadioButtonListItem()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogRadioButtonListItem()
```

## See Also

[CommonFileDialogRadioButtonListItem Class](#)

[CommonFileDialogRadioButtonListItem Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

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CommonFileDialogRadioButtonListItem Constructor (String)

[CommonFileDialogRadioButtonListItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public CommonFileDialogRadioButtonListItem(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogRadioButtonListItem(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

The string that you want to display for this list item

## See Also

[CommonFileDialogRadioButtonListItem Class](#)

[CommonFileDialogRadioButtonListItem Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonListItem Methods

[CommonFileDialogRadioButtonListItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogRadioButtonListItem](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## ▣ See Also

[CommonFileDialogRadioButtonListItem Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonListItem Properties

[CommonFileDialogRadioButtonListItem Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogRadioButtonListItem](#) type exposes the following members.

# Properties

Name	Description
------	-------------

 <a href="#">Text</a>	
--	--

## See Also

[CommonFileDialogRadioButtonListItem Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogRadioButtonListItem...:Text Property

[CommonFileDialogRadioButtonListItem Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.CommonFileDialogRadioButtonListItem.Text]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Text { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Text As String
```

## Visual C++

```
public:  
property String^ Text {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[CommonFileDialogRadioButtonListItem Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonFileDialogResult Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Used to store the result of displaying a dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class CommonFileDialogResult
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogResult
```

## Visual C++

```
public ref class CommonFileDialogResult
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogResult

## See Also

[CommonFileDialogResult Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogResult Members

[CommonFileDialogResult Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#)  
[Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogResult](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogResult</a>	Creates a new instance of this class.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
 <a href="#">Canceled</a>	Gets a value that indicates whether the end user canceled the dialog.

## See Also

[CommonFileDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogResult Constructor

[CommonFileDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogResult(  
    bool canceled  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    canceled As Boolean _  
)
```

## Visual C++

```
public:  
CommonFileDialogResult(  
    bool canceled  
)
```

## Parameters

canceled

Type: System....Boolean

Specifies the starting value for the [Canceled](#) property.

## See Also

[CommonFileDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogResult Methods

[CommonFileDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogResult](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[CommonFileDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogResult Properties

[CommonFileDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogResult](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Canceled</a>	Gets a value that indicates whether the end user canceled the dialog.

## See Also

[CommonFileDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogResult...:Canceled Property

[CommonFileDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether the end user canceled the dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool Canceled { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Canceled As Boolean
```

## Visual C++

```
public:  
property bool Canceled {  
    bool get ();  
}
```

## See Also

[CommonFileDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogSeparator Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for the simplest separator control

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public class CommonFileDialogSeparator : CommonFileDialogControl
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogSeparator _  
    Inherits CommonFileDialogControl
```

## Visual C++

```
public ref class CommonFileDialogSeparator : public CommonFileDialogControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogSeparato

## See Also

[CommonFileDialogSeparator Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogSeparator Members

[CommonFileDialogSeparator Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogSeparator](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonFileDialogSeparator</a>	Initializes a new instance of the <a href="#">CommonFileDialogSeparator</a> class

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl.</a> )
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl.</a> )

## See Also

[CommonFileDialogSeparator Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogSeparator Constructor

[CommonFileDialogSeparator Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Initializes a new instance of the [CommonFileDialogSeparator](#) class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonFileDialogSeparator()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogSeparator()
```

## See Also

[CommonFileDialogSeparator Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogSeparator Fields

[CommonFileDialogSeparator Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogSeparator](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogSeparator Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogSeparator Methods

[CommonFileDialogSeparator Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogSeparator](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogSeparator Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogSeparator Properties

[CommonFileDialogSeparator Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogSeparator](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl.</a> )
 <a href="#">Text</a>	The text string that shows on the control (Inherited from <a href="#">CommonFileDialogControl.</a> )
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl.</a> )

## See Also

[CommonFileDialogSeparator Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogStandardFilters Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Defines commonly used file filters.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static class CommonFileDialogStandardFilters
```

## **Visual Basic (Declaration)**

```
Public NotInheritable Class CommonFileDialogStandardFilters
```

## **Visual C++**

```
public ref class CommonFileDialogStandardFilters abstract sealed
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogStandardFil

## See Also

[CommonFileDialogStandardFilters Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogStandardFilters Members

[CommonFileDialogStandardFilters Class](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogStandardFilters](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">OfficeFiles</a>	Gets a filter for Microsoft Word and Excel files.
	<a href="#">TextFiles</a>	Gets a filter for *.txt files.

## See Also

[CommonFileDialogStandardFilters Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogStandardFilters Properties

[CommonFileDialogStandardFilters Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogStandardFilters](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">OfficeFiles</a>	Gets a filter for Microsoft Word and Excel files.
	<a href="#">TextFiles</a>	Gets a filter for *.txt files.

## See Also

[CommonFileDialogStandardFilters Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogStandardFilters...::OfficeFiles Property

[CommonFileDialogStandardFilters Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a filter for Microsoft Word and Excel files.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static CommonFileDialogFilter OfficeFiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property OfficeFiles As CommonFileDialogFilter
```

## Visual C++

```
public:  
static property CommonFileDialogFilter^ OfficeFiles {  
    CommonFileDialogFilter^ get ();  
}
```

## See Also

[CommonFileDialogStandardFilters Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

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Vista Bridge Library for Managed code development

CommonFileDialogStandardFilters...:TextFiles Property

[CommonFileDialogStandardFilters Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a filter for \*.txt files.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static CommonFileDialogFilter TextFiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property TextFiles As CommonFileDialogFilter
```

## Visual C++

```
public:  
static property CommonFileDialogFilter^ TextFiles {  
    CommonFileDialogFilter^ get ();  
}
```

## See Also

[CommonFileDialogStandardFilters Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogTextBox Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for all TextBox controls on Common File Dialog

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public class CommonFileDialogTextBox : CommonFileDialogControl
```

## Visual Basic (Declaration)

```
Public Class CommonFileDialogTextBox _  
    Inherits CommonFileDialogControl
```

## Visual C++

```
public ref class CommonFileDialogTextBox : public CommonFileDialogControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogTextBox

## See Also

[CommonFileDialogTextBox Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- Include Protected Members
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CommonFileDialogTextBox Members

[CommonFileDialogTextBox Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogTextBox](#) type exposes the following members.

# Constructors

	Name	Description
	<a href="#">CommonFileDialogTextBox</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	Gets or sets the Text contained in this CommonFileDialogTextBox. (Overrides <a href="#">CommonFileDialogControl...::Text</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogTextBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogTextBox Constructor

[CommonFileDialogTextBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonFileDialogTextBox()</u></a>	Creates a new instance of this class
	<a href="#"><u>CommonFileDialogTextBox(String)</u></a>	Creates a new instance of this class with the specified text
	<a href="#"><u>CommonFileDialogTextBox(String, String)</u></a>	Creates a new instance of this class with the specified name and text.

## See Also

[CommonFileDialogTextBox Class](#)

[CommonFileDialogTextBox Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogTextBox Constructor

[CommonFileDialogTextBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public OpenFileDialogTextBox()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonFileDialogTextBox()
```

## See Also

[CommonFileDialogTextBox Class](#)

[CommonFileDialogTextBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

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Vista Bridge Library for Managed code development

CommonFileDialogTextBox Constructor (String)

[CommonFileDialogTextBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified text

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogTextBox(  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogTextBox(  
    String^ text  
)
```

## Parameters

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogTextBox Class](#)

[CommonFileDialogTextBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonFileDialogTextBox Constructor (String, String)

[CommonFileDialogTextBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonFileDialogTextBox(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
CommonFileDialogTextBox(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String

The name of this control

text

Type: System...:String

Text to display for this control

## See Also

[CommonFileDialogTextBox Class](#)

[CommonFileDialogTextBox Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogTextBox Fields

[CommonFileDialogTextBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogTextBox](#) type exposes the following members.

## **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">textValue</a>	Holds the text that will be displayed for this control. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogTextBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogTextBox Methods

[CommonFileDialogTextBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogTextBox](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## See Also

[CommonFileDialogTextBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogTextBox Properties

[CommonFileDialogTextBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonFileDialogTextBox](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Enabled</a>	Is this control enabled. Disabled controls are grayed out. (Inherited from <a href="#">CommonFileDialogControl</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	Gets or sets the Text contained in this CommonFileDialogTextBox. (Overrides <a href="#">CommonFileDialogControl...::Text</a> .)
 <a href="#">Visible</a>	Gets or sets a boolean value that indicates whether (true) or not (false) this control is visible. (Inherited from <a href="#">CommonFileDialogControl</a> .)

## See Also

[CommonFileDialogTextBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonFileDialogTextBox...:Text Property

[CommonFileDialogTextBox Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the Text contained in this CommonFileDialogTextBox.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override string Text { get; set; }
```

## Visual Basic (Declaration)

```
Public Overrides Property Text As String
```

## Visual C++

```
public:  
virtual property String^ Text {  
    String^ get () override;  
    void set (String^ value) override;  
}
```

## See Also

[CommonFileDialogTextBox Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonOpenFileDialog Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides access to a Vista Common File Dialog, which allows the user to select one or more files.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
[FileDialogPermissionAttribute(SecurityAction.LinkDemand, Open = true)]  
public sealed class CommonOpenFileDialog : CommonFileDialog
```

## Visual Basic (Declaration)

```
<FileDialogPermissionAttribute(SecurityAction.LinkDemand, Open := True) _  
Public NotInheritable Class CommonOpenFileDialog _  
    Inherits CommonFileDialog
```

## Visual C++

```
[FileDialogPermissionAttribute(SecurityAction::LinkDemand, Open = true)]  
public ref class CommonOpenFileDialog sealed : public CommonFileDialog
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialog](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonOpenFileDialog

## See Also

[CommonOpenFileDialog Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog Members

[CommonOpenFileDialog Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)  
[Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonOpenFileDialog](#) type exposes the following members.

# Constructors

	Name	Description
	<a href="#">CommonOpenFileDialog</a>	Overloaded.

# Methods

Name	Description
 <a href="#">CheckFileNamesAvailable</a>	Ensures that the user has selected one or more files. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">EndVisualGroup</a>	End the visual group on the dialog (Inherited from <a href="#">CommonFileDialog.</a> )
 Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
 <a href="#">OnFileOk</a>	Called just before the dialog is about to return with a result. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">OnFileTypeChanged</a>	Called when the dialog is opened to notify the application of the initial chosen filetype. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">OnFolderChanged</a>	Called when the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog.</a> ) Called before

	<a href="#"><u>OnFolderChanging</u></a>	<a href="#"><u>OnFolderChanged(EventArgs)</u></a> . This allows the implementer to stop navigation to a particular location. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>OnOpening</u></a>	Called when the dialog is opened. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>OnSelectionChanged</u></a>	Called when the user changes the selection in the dialog's view. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ResetUserSelections</u></a>	Removes the current selection. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ShowDialog</u></a>	Displays the dialog. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>StartVisualGroup</u></a>	Start the visual group on the dialog (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ThrowIfDialogShowing</u></a>	Throws an exception when the dialog is showing preventing a requested change to a property or the visible set of controls. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">fileNames</a>	The collection of names selected by the user. (Inherited from <a href="#">CommonFileDialog</a> .)

# Properties

Name	Description
 <a href="#">AddExtension</a>	Gets or sets a value that determines whether the file extension set via the DefaultExtension property is appended to the file name. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">AddToMruList</a>	Gets or sets a value that controls whether to show or hide the list of places from which the user has recently opened or saved items. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">AllowPropertyEditing</a>	Gets or sets a value that controls whether properties can be edited. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">CheckFileExists</a>	Gets or sets a value to specify whether the file returned must exist. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">CheckPathExists</a>	Gets or sets a value to specify whether the file returned must be in an existing folder. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">CheckReadOnly</a>	Gets or sets a value that determines whether read-only items are returned. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">CheckValidNames</a>	Gets or sets a value that controls validation of file names. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">Controls</a>	Gets the collection of controls for the dialog. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">DefaultExtension</a>	Gets or sets the default file extension to be added to file names. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">DereferenceLinks</a>	Gets or sets a value that controls whether shortcuts should be treated as their target items, allowing an application to open a .lnk file.

		(Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">FileName</a>	Gets the selected filename. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">FileNames</a>	gets a collection of the selected file names.
	<a href="#">Filters</a>	Gets the filters used by the dialog. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">FoldersOnly</a>	Gets or sets a value that controls whether the user can select folders or files.
	<a href="#">InitialDirectory</a>	Gets or sets the initial directory displayed when the dialog is shown. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">MultiSelect</a>	Gets or sets a value that controls whether the user can select more than one file.
	<a href="#">RestoreDirectory</a>	Corresponds to the FOS_NOCHANGEDIR file dialog option. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">ShowHiddenItems</a>	Gets or sets a value that controls whether to show hidden items. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">ShowPlacesList</a>	Gets or sets a value that controls whether to show or hide the list of pinned places that the user can choose from. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">Title</a>	Gets or sets the dialog title. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">UsageIdentifier</a>	Gets or sets a value that enables a calling application to associate a GUID with a dialog's persisted state. (Inherited from <a href="#">CommonFileDialog.</a> )

# Events

	Name	Description
	<a href="#">FileOk</a>	Raised just before the dialog is about to return with a result. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FileTypeChanged</a>	Raised when the dialog is opened to notify the application of the initial chosen filetype. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FolderChanged</a>	Raised when the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FolderChanging</a>	Raised just before the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">Opening</a>	Raised when the dialog is opening. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">SelectionChanged</a>	Raised when the user changes the selection in the dialog's view. (Inherited from <a href="#">CommonFileDialog</a> .)

## See Also

[CommonOpenFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog Constructor

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonOpenFileDialog()</a>	Creates a new instance of this class.
	<a href="#">CommonOpenFileDialog(String)</a>	Creates a new instance of this class with the specified name.

## See Also

[CommonOpenFileDialog Class](#)

[CommonOpenFileDialog Members](#)

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CommonOpenFileDialog Constructor

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonOpenFileDialog()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonOpenFileDialog()
```

## See Also

[CommonOpenFileDialog Class](#)

[CommonOpenFileDialog Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog Constructor (String)

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonOpenFileDialog(  
    string name  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String _  
)
```

## Visual C++

```
public:  
CommonOpenFileDialog(  
    String^ name  
)
```

## Parameters

name

Type: System...:String

The name for this dialog.

## See Also

[CommonOpenFileDialog Class](#)

[CommonOpenFileDialog Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog Fields

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonOpenFileDialog](#) type exposes the following members.

# **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">fileNames</a>	The collection of names selected by the user. (Inherited from <a href="#">CommonFileDialog</a> .)

## See Also

[CommonOpenFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog Methods

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonOpenFileDialog](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">CheckFileNamesAvailable</a>	Ensures that the user has selected one or more files. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">EndVisualGroup</a>	End the visual group on the dialog (Inherited from <a href="#">CommonFileDialog.</a> )
 Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
 <a href="#">OnFileOk</a>	Called just before the dialog is about to return with a result. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">OnFileTypeChanged</a>	Called when the dialog is opened to notify the application of the initial chosen filetype. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">OnFolderChanged</a>	Called when the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog.</a> ) Called before

	<a href="#"><u>OnFolderChanging</u></a>	<a href="#"><u>OnFolderChanged(EventArgs)</u></a> . This allows the implementer to stop navigation to a particular location. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>OnOpening</u></a>	Called when the dialog is opened. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>OnSelectionChanged</u></a>	Called when the user changes the selection in the dialog's view. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ResetUserSelections</u></a>	Removes the current selection. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ShowDialog</u></a>	Displays the dialog. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>StartVisualGroup</u></a>	Start the visual group on the dialog (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ThrowIfDialogShowing</u></a>	Throws an exception when the dialog is showing preventing a requested change to a property or the visible set of controls. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[CommonOpenFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog Properties

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonOpenFileDialog](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">AddExtension</a>	Gets or sets a value that determines whether the file extension set via the DefaultExtension property is appended to the file name. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">AddToMruList</a>	Gets or sets a value that controls whether to show or hide the list of places from which the user has recently opened or saved items. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">AllowPropertyEditing</a>	Gets or sets a value that controls whether properties can be edited. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">CheckFileExists</a>	Gets or sets a value to specify whether the file returned must exist. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">CheckPathExists</a>	Gets or sets a value to specify whether the file returned must be in an existing folder. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">CheckReadOnly</a>	Gets or sets a value that determines whether read-only items are returned. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">CheckValidNames</a>	Gets or sets a value that controls validation of file names. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">Controls</a>	Gets the collection of controls for the dialog. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">DefaultExtension</a>	Gets or sets the default file extension to be added to file names. (Inherited from <a href="#">CommonFileDialog</a> .)
 <a href="#">DereferenceLinks</a>	Gets or sets a value that controls whether shortcuts should be treated as their target items, allowing an application to open a .lnk file.

		(Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">FileName</a>	Gets the selected filename. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">FileNames</a>	gets a collection of the selected file names. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">Filters</a>	Gets the filters used by the dialog. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">FoldersOnly</a>	Gets or sets a value that controls whether the user can select folders or files. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">InitialDirectory</a>	Gets or sets the initial directory displayed when the dialog is shown. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">MultiSelect</a>	Gets or sets a value that controls whether the user can select more than one file. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">RestoreDirectory</a>	Corresponds to the FOS_NOCHANGEDIR file dialog option. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">ShowHiddenItems</a>	Gets or sets a value that controls whether to show hidden items. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">ShowPlacesList</a>	Gets or sets a value that controls whether to show or hide the list of pinned places that the user can choose from. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">Title</a>	Gets or sets the dialog title. (Inherited from <a href="#">CommonFileDialog.</a> )
	<a href="#">UsageIdentifier</a>	Gets or sets a value that enables a calling application to associate a GUID with a dialog's persisted state. (Inherited from <a href="#">CommonFileDialog.</a> )

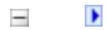
## See Also

[CommonOpenFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog...:FileNames Property

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

gets a collection of the selected file names.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Collection<string> FileNames { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property FileNames As Collection(Of String)
```

## Visual C++

```
public:  
property Collection<String^>^ FileNames {  
    Collection<String^>^ get ();  
}
```

## **Remarks**

This property should only be used when the [MultiSelect](#) property is **true**.

## See Also

[CommonOpenFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog...:FoldersOnly Property

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether the user can select folders or files.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool FoldersOnly { get; set; }
```

## Visual Basic (Declaration)

```
Public Property FoldersOnly As Boolean
```

## Visual C++

```
public:  
property bool FoldersOnly {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[CommonOpenFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog...:MultiSelect Property

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether the user can select more than one file.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool MultiSelect { get; set; }
```

## Visual Basic (Declaration)

```
Public Property MultiSelect As Boolean
```

## Visual C++

```
public:  
property bool MultiSelect {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[CommonOpenFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonOpenFileDialog Events

[CommonOpenFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonOpenFileDialog](#) type exposes the following members.

# Events

	Name	Description
	<a href="#">FileOk</a>	Raised just before the dialog is about to return with a result. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FileTypeChanged</a>	Raised when the dialog is opened to notify the application of the initial chosen filetype. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FolderChanged</a>	Raised when the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FolderChanging</a>	Raised just before the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">Opening</a>	Raised when the dialog is opening. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">SelectionChanged</a>	Raised when the user changes the selection in the dialog's view. (Inherited from <a href="#">CommonFileDialog</a> .)

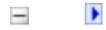
## See Also

[CommonOpenFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

CommonSaveFileDialog Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides access to a Vista Common File Dialog, which allows the user to select the filename and location for a saved file.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
[FileDialogPermissionAttribute(SecurityAction.LinkDemand, Save = true)]  
public sealed class CommonSaveFileDialog : CommonFileDialog
```

## Visual Basic (Declaration)

```
<FileDialogPermissionAttribute(SecurityAction.LinkDemand, Save := True) _  
Public NotInheritable Class CommonSaveFileDialog _  
    Inherits CommonFileDialog
```

## Visual C++

```
[FileDialogPermissionAttribute(SecurityAction::LinkDemand, Save = true)]  
public ref class CommonSaveFileDialog sealed : public CommonFileDialog
```

# Permissions

<b>Permission</b>	<b>Description</b>
System.Security.Permissions...::FileDialogPermission	to save a file. Associated enumeration: LinkDemand.

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialog](#)

Microsoft.SDK.Samples.VistaBridge.Library...:CommonSaveFileDialog

## See Also

[CommonSaveFileDialog Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog Members

[CommonSaveFileDialog Class](#) [Constructors](#) [Methods](#) [Fields](#) [Properties](#)  
[Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonSaveFileDialog](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">CommonSaveFileDialog</a>	Overloaded.

# Methods

Name	Description
 <a href="#">CheckFileNamesAvailable</a>	Ensures that the user has selected one or more files. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">EndVisualGroup</a>	End the visual group on the dialog (Inherited from <a href="#">CommonFileDialog.</a> )
 Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
 <a href="#">OnFileOk</a>	Called just before the dialog is about to return with a result. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">OnFileTypeChanged</a>	Called when the dialog is opened to notify the application of the initial chosen filetype. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">OnFolderChanged</a>	Called when the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog.</a> ) Called before

🔗	<a href="#"><u>OnFolderChanging</u></a>	<a href="#"><u>OnFolderChanged(EventArgs)</u></a> . This allows the implementer to stop navigation to a particular location. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
🔗	<a href="#"><u>OnOpening</u></a>	Called when the dialog is opened. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
🔗	<a href="#"><u>OnSelectionChanged</u></a>	Called when the user changes the selection in the dialog's view. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
🔗	<a href="#"><u>ResetUserSelections</u></a>	Removes the current selection. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
🔗	<a href="#"><u>ShowDialog</u></a>	Displays the dialog. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
🔗	<a href="#"><u>StartVisualGroup</u></a>	Start the visual group on the dialog (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
🔗	<a href="#"><u>ThrowIfDialogShowing</u></a>	Throws an exception when the dialog is showing preventing a requested change to a property or the visible set of controls. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">fileNames</a>	The collection of names selected by the user. (Inherited from <a href="#">CommonFileDialog</a> .)

# Properties

Name	Description
 <a href="#">AddExtension</a>	Gets or sets a value that determines whether the file extension set via the DefaultExtension property is appended to the file name. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">AddToMruList</a>	Gets or sets a value that controls whether to show or hide the list of places from which the user has recently opened or saved items. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">AllowPropertyEditing</a>	Gets or sets a value that controls whether properties can be edited. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CheckFileExists</a>	Gets or sets a value to specify whether the file returned must exist. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CheckPathExists</a>	Gets or sets a value to specify whether the file returned must be in an existing folder. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CheckReadOnly</a>	Gets or sets a value that determines whether read-only items are returned. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CheckValidNames</a>	Gets or sets a value that controls validation of file names. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">Controls</a>	Gets the collection of controls for the dialog. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CreatePrompt</a>	Gets or sets a value that controls whether to prompt for creation if the item returned in the save dialog does not exist.
 <a href="#">DefaultExtension</a>	Gets or sets the default file extension to be added to file names. (Inherited from <a href="#">CommonFileDialog.</a> )



[DereferenceLinks](#)

Gets or sets a value that controls whether shortcuts should be treated as their target items, allowing an application to open a .lnk file. (Inherited from [CommonFileDialog](#).)



[EnableMiniMode](#)

Gets or sets a value that controls whether the save dialog displays in expanded mode.



[FileName](#)

Gets the selected filename. (Inherited from [CommonFileDialog](#).)



[Filters](#)

Gets the filters used by the dialog. (Inherited from [CommonFileDialog](#).)



[InitialDirectory](#)

Gets or sets the initial directory displayed when the dialog is shown. (Inherited from [CommonFileDialog](#).)



[OverwritePrompt](#)

Gets or sets a value that controls whether to prompt before overwriting an existing file of the same name.



[RestoreDirectory](#)

Corresponds to the FOS\_NOCHANGEDIR file dialog option. (Inherited from [CommonFileDialog](#).)



[ShowHiddenItems](#)

Gets or sets a value that controls whether to show hidden items. (Inherited from [CommonFileDialog](#).)



[ShowPlacesList](#)

Gets or sets a value that controls whether to show or hide the list of pinned places that the user can choose from. (Inherited from [CommonFileDialog](#).)



[StrictExtensions](#)

Gets or sets a value that controls whether to ensure that the returned file name has a file extension that matches the currently selected file type. The dialog appends the correct file extension if necessary.



[Title](#)

Gets or sets the dialog title. (Inherited from [CommonFileDialog](#).)



[UsageIdentifier](#)

Gets or sets a value that enables a calling application to associate a GUID with a dialog's persisted state. (Inherited from [CommonFileDialog](#).)

# Events

	Name	Description
	<a href="#">FileOk</a>	Raised just before the dialog is about to return with a result. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FileTypeChanged</a>	Raised when the dialog is opened to notify the application of the initial chosen filetype. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FolderChanged</a>	Raised when the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FolderChanging</a>	Raised just before the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">Opening</a>	Raised when the dialog is opening. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">SelectionChanged</a>	Raised when the user changes the selection in the dialog's view. (Inherited from <a href="#">CommonFileDialog</a> .)

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog Constructor

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CommonSaveFileDialog()</u></a>	Creates a new instance of this class.
	<a href="#"><u>CommonSaveFileDialog(String)</u></a>	Creates a new instance of this class with the specified name.

## See Also

[CommonSaveFileDialog Class](#)

[CommonSaveFileDialog Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog Constructor

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public CommonSaveFileDialog()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
CommonSaveFileDialog()
```

## See Also

[CommonSaveFileDialog Class](#)

[CommonSaveFileDialog Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog Constructor (String)

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public CommonSaveFileDialog(  
    string name  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String _  
)
```

## Visual C++

```
public:  
CommonSaveFileDialog(  
    String^ name  
)
```

## Parameters

name

Type: System...:String

The name for this dialog.

## See Also

[CommonSaveFileDialog Class](#)

[CommonSaveFileDialog Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog Fields

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonSaveFileDialog](#) type exposes the following members.

# **Fields**

<b>Name</b>	<b>Description</b>
 <a href="#">fileNames</a>	The collection of names selected by the user. (Inherited from <a href="#">CommonFileDialog</a> .)

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog Methods

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonSaveFileDialog](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">CheckFileNamesAvailable</a>	Ensures that the user has selected one or more files. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">EndVisualGroup</a>	End the visual group on the dialog (Inherited from <a href="#">CommonFileDialog.</a> )
 Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
 <a href="#">OnFileOk</a>	Called just before the dialog is about to return with a result. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">OnFileTypeChanged</a>	Called when the dialog is opened to notify the application of the initial chosen filetype. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">OnFolderChanged</a>	Called when the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog.</a> ) Called before

	<a href="#"><u>OnFolderChanging</u></a>	<a href="#"><u>OnFolderChanged(EventArgs)</u></a> . This allows the implementer to stop navigation to a particular location. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>OnOpening</u></a>	Called when the dialog is opened. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>OnSelectionChanged</u></a>	Called when the user changes the selection in the dialog's view. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ResetUserSelections</u></a>	Removes the current selection. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ShowDialog</u></a>	Displays the dialog. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>StartVisualGroup</u></a>	Start the visual group on the dialog (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	<a href="#"><u>ThrowIfDialogShowing</u></a>	Throws an exception when the dialog is showing preventing a requested change to a property or the visible set of controls. (Inherited from <a href="#"><u>CommonFileDialog</u></a> .)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog Properties

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonSaveFileDialog](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">AddExtension</a>	Gets or sets a value that determines whether the file extension set via the DefaultExtension property is appended to the file name. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">AddToMruList</a>	Gets or sets a value that controls whether to show or hide the list of places from which the user has recently opened or saved items. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">AllowPropertyEditing</a>	Gets or sets a value that controls whether properties can be edited. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CheckFileExists</a>	Gets or sets a value to specify whether the file returned must exist. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CheckPathExists</a>	Gets or sets a value to specify whether the file returned must be in an existing folder. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CheckReadOnly</a>	Gets or sets a value that determines whether read-only items are returned. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CheckValidNames</a>	Gets or sets a value that controls validation of file names. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">Controls</a>	Gets the collection of controls for the dialog. (Inherited from <a href="#">CommonFileDialog.</a> )
 <a href="#">CreatePrompt</a>	Gets or sets a value that controls whether to prompt for creation if the item returned in the save dialog does not exist.
 <a href="#">DefaultExtension</a>	Gets or sets the default file extension to be added to file names. (Inherited from <a href="#">CommonFileDialog.</a> )



[DereferenceLinks](#)

Gets or sets a value that controls whether shortcuts should be treated as their target items, allowing an application to open a .lnk file. (Inherited from [CommonFileDialog](#).)



[EnableMiniMode](#)

Gets or sets a value that controls whether the save dialog displays in expanded mode.



[FileName](#)

Gets the selected filename. (Inherited from [CommonFileDialog](#).)



[Filters](#)

Gets the filters used by the dialog. (Inherited from [CommonFileDialog](#).)



[InitialDirectory](#)

Gets or sets the initial directory displayed when the dialog is shown. (Inherited from [CommonFileDialog](#).)



[OverwritePrompt](#)

Gets or sets a value that controls whether to prompt before overwriting an existing file of the same name.



[RestoreDirectory](#)

Corresponds to the FOS\_NOCHANGEDIR file dialog option. (Inherited from [CommonFileDialog](#).)



[ShowHiddenItems](#)

Gets or sets a value that controls whether to show hidden items. (Inherited from [CommonFileDialog](#).)



[ShowPlacesList](#)

Gets or sets a value that controls whether to show or hide the list of pinned places that the user can choose from. (Inherited from [CommonFileDialog](#).)



[StrictExtensions](#)

Gets or sets a value that controls whether to ensure that the returned file name has a file extension that matches the currently selected file type. The dialog appends the correct file extension if necessary.



[Title](#)

Gets or sets the dialog title. (Inherited from [CommonFileDialog](#).)



[UsageIdentifier](#)

Gets or sets a value that enables a calling application to associate a GUID with a dialog's persisted state. (Inherited from [CommonFileDialog](#).)

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog...::CreatePrompt Property

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether to prompt for creation if the item returned in the save dialog does not exist.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool CreatePrompt { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CreatePrompt As Boolean
```

## Visual C++

```
public:  
property bool CreatePrompt {  
    bool get ();  
    void set (bool value);  
}
```

## **Remarks**

Note that this does not actually create the item.

# Permissions

Permission	Description
System...:InvalidOperationException	This property cannot be changed when the dialog is showing.

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog...::EnableMiniMode Property

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether to the save dialog displays in expanded mode.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool EnableMiniMode { get; set; }
```

## Visual Basic (Declaration)

```
Public Property EnableMiniMode As Boolean
```

## Visual C++

```
public:  
property bool EnableMiniMode {  
    bool get ();  
    void set (bool value);  
}
```

## **Remarks**

Expanded mode controls whether the dialog shows folders for browsing or hides them.

# Permissions

Permission	Description
System...:InvalidOperationException	This property cannot be changed when the dialog is showing.

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog...::OverwritePrompt Property

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether to prompt before overwriting an existing file of the same name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool OverwritePrompt { get; set; }
```

## Visual Basic (Declaration)

```
Public Property OverwritePrompt As Boolean
```

## Visual C++

```
public:  
property bool OverwritePrompt {  
    bool get ();  
    void set (bool value);  
}
```

# Permissions

Permission	Description
System...:InvalidOperationException	This property cannot be changed when the dialog is showing.

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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CommonSaveFileDialog...::StrictExtensions Property

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether to ensure that the returned file name has a file extension that matches the currently selected file type. The dialog appends the correct file extension if necessary.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool StrictExtensions { get; set; }
```

## Visual Basic (Declaration)

```
Public Property StrictExtensions As Boolean
```

## Visual C++

```
public:  
property bool StrictExtensions {  
    bool get ();  
    void set (bool value);  
}
```

# Permissions

Permission	Description
System...:InvalidOperationException	This property cannot be changed when the dialog is showing.

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Include Protected Members

Include Inherited Members

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CommonSaveFileDialog Events

[CommonSaveFileDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [CommonSaveFileDialog](#) type exposes the following members.

# Events

	Name	Description
	<a href="#">FileOk</a>	Raised just before the dialog is about to return with a result. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FileTypeChanged</a>	Raised when the dialog is opened to notify the application of the initial chosen filetype. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FolderChanged</a>	Raised when the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">FolderChanging</a>	Raised just before the user navigates to a new folder. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">Opening</a>	Raised when the dialog is opening. (Inherited from <a href="#">CommonFileDialog</a> .)
	<a href="#">SelectionChanged</a>	Raised when the user changes the selection in the dialog's view. (Inherited from <a href="#">CommonFileDialog</a> .)

## See Also

[CommonSaveFileDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Abstract base class for all dialog controls

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public abstract class DialogControl
```

## Visual Basic (Declaration)

```
Public MustInherit Class DialogControl
```

## Visual C++

```
public ref class DialogControl abstract
```

# ■ Inheritance Hierarchy

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl

[Microsoft.SDK.Samples.VistaBridge.Library...:CommonFileDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl](#)

## See Also

[DialogControl Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl Members

[DialogControl Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [DialogControl](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">DialogControl</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property.
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property.
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Overrides Object...:Equals(Object).)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Overrides Object...:GetHashCode()())
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.) Returns a String that represents the



ToString

current Object.  
(Inherited from Object.)

# [-] Properties

Name	Description
	<a href="#">Name</a>

## ▣ See Also

[DialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl Constructor

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">DialogControl()()</a>	Creates a new instance of a dialog control
	<a href="#">DialogControl(String)</a>	Creates a new instance of a dialog control with the specified name.

## See Also

[DialogControl Class](#)

[DialogControl Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl Constructor

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of a dialog control

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected DialogControl()
```

## Visual Basic (Declaration)

```
Protected Sub New
```

## Visual C++

```
protected:  
DialogControl()
```

## See Also

[DialogControl Class](#)

[DialogControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl Constructor (String)

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of a dialog control with the specified name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected DialogControl(  
    string name  
)
```

## Visual Basic (Declaration)

```
Protected Sub New ( _  
    name As String _  
)
```

## Visual C++

```
protected:  
DialogControl(  
    String^ name  
)
```

## Parameters

name

Type: System...:String

The name for this dialog.

## See Also

[DialogControl Class](#)

[DialogControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl Methods

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [DialogControl](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property.
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property.
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Overrides Object...:Equals(Object).)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Overrides Object...:GetHashCode()())
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.) Returns a String that represents the



ToString

current Object.  
(Inherited from Object.)

## ▣ See Also

[DialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl...:ApplyPropertyChange Method

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
protected void ApplyPropertyChange(  
    string propName  
)
```

## Visual Basic (Declaration)

```
Protected Sub ApplyPropertyChange ( _  
    propName As String _  
)
```

## Visual C++

```
protected:  
void ApplyPropertyChange(  
    String^ propName  
)
```

## Parameters

propName

Type: System...:String

The name of the property that is changing.

## See Also

[DialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl...::CheckPropertyChangeAllowed Method

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ■ Syntax

## C#

```
protected void CheckPropertyChangeAllowed(  
    string propName  
)
```

## Visual Basic (Declaration)

```
Protected Sub CheckPropertyChangeAllowed ( _  
    propName As String _  
)
```

## Visual C++

```
protected:  
void CheckPropertyChangeAllowed(  
    String^ propName  
)
```

## Parameters

propName

Type: System...:String

The name of the property that is changing

## See Also

[DialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl...:Equals Method

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Compares two objects to determine whether they are equal

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override bool Equals(  
    Object obj  
)
```

## Visual Basic (Declaration)

```
Public Overrides Function Equals ( _  
    obj As Object _  
) As Boolean
```

## Visual C++

```
public:  
virtual bool Equals(  
    Object^ obj  
) override
```

## Parameters

obj  
Type: System...:Object  
The object to compare against.

## Return Value

A Boolean value.

## See Also

[DialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl...::GetHashCode Method

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Serves as a hash function for a particular type.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public override int GetHashCode()
```

## **Visual Basic (Declaration)**

```
Public Overrides Function GetHashCode As Integer
```

## **Visual C++**

```
public:  
virtual int GetHashCode() override
```

## **Return Value**

An Int32 hash code for this control.

## See Also

[DialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl Properties

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [DialogControl](#) type exposes the following members.

# [-] Properties

Name	Description
	<a href="#">Name</a>

## ▣ See Also

[DialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControl...:Name Property

[DialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.DialogControl.Name]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Name { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Name As String
```

## Visual C++

```
public:  
property String^ Name {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[DialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControlCollection<(Of <(T)>>) Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Strongly typed collection for dialog controls.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public sealed class DialogControlCollection<T> : Collection<T>  
where T : DialogControl
```

## Visual Basic (Declaration)

```
Public NotInheritable Class DialogControlCollection(Of T As DialogCo  
    Inherits Collection(Of T)
```

## Visual C++

```
generic<typename T>  
where T : DialogControl  
public ref class DialogControlCollection sealed : public Collection<
```

# ▣ **Type Parameters**

T

DialogControl

# **Inheritance Hierarchy**

System...:Object

System.Collections.ObjectModel...:Collection<(Of <(T)>>

Microsoft.SDK.Samples.VistaBridge.Library...:DialogControlCollection<(Of <(T)>>

## See Also

[DialogControlCollection<\(Of <T>>\) Members](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[DialogControlCollection<\(Of <\(T\)>>\)](#) Members

[DialogControlCollection<\(Of <\(T\)>>\)](#) [Class](#) [Methods](#) [Properties](#)  
[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [DialogControlCollection<\(Of <\(T\)>>\)](#) type exposes the following members.

# Methods

	Name	Description
	Add	Adds an object to the end of the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	Clear	Removes all elements from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	ClearItems	Removes all elements from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	Contains	Determines whether an element is in the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	CopyTo	Copies the entire Collection<(Of <(T)>>) to a compatible one-dimensional Array, starting at the specified index of the target array. (Inherited from Collection<(Of <(T)>>).)
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	GetEnumerator	Returns an enumerator that iterates through the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
		Searches for the specified object and returns the

=	IndexOf	zero-based index of the first occurrence within the entire <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ). (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	Insert	Inserts an element into the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ) at the specified index. (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	InsertItem	Inserts an element into the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ) at the specified index. (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=	Remove	Removes the first occurrence of a specific object from the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ). (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	RemoveAt	Removes the element at the specified index of the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ). (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	RemoveItem	Removes the element at the specified index of the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ). (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	SetItem	Replaces the element at the specified index. (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
 Count	Gets the number of elements actually contained in the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
 <a href="#">Item</a>	Overloaded.
 Items	Gets a IList<(Of <(T)>>) wrapper around the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)

# Explicit Interface Implementations

Name	Description
 IList....Add	Adds an item to the IList. (Inherited from Collection<(Of <T>>).)
 IList....Contains	Determines whether the IList contains a specific value. (Inherited from Collection<(Of <T>>).)
 ICollection....CopyTo	Copies the elements of the ICollection to an Array, starting at a particular Array index. (Inherited from Collection<(Of <T>>).)
 IEnumerable....GetEnumerator	Returns an enumerator that iterates through a collection. (Inherited from Collection<(Of <T>>).) Determines the



`ICollection<T>.IndexOf`

index of a specific item in the `ICollection`. (Inherited from `ICollection<Of <T>>`.)



`ICollection<T>.Insert`

Inserts an item into the `ICollection` at the specified index. (Inherited from `ICollection<Of <T>>`.)



`ICollection<T>.IsFixedSize`

Gets a value indicating whether the `ICollection` has a fixed size. (Inherited from `ICollection<Of <T>>`.)



`System.Collections.Generic.ICollection{T}.IsReadOnly`

(Inherited from `ICollection<Of <T>>`.)



`ICollection<T>.IsReadOnly`

Gets a value indicating whether the `ICollection` is read-only. (Inherited from `ICollection<Of <T>>`.)



`ICollection<T>.IsSynchronized`

Gets a value indicating whether access to the `ICollection` is synchronized



ICollection<T>.Item

(thread safe).  
(Inherited from  
Collection<Of  
<T>>.)

Gets or sets the  
element at the  
specified  
index.

(Inherited from  
Collection<Of  
<T>>.)



ICollection<T>.Remove

Removes the  
first  
occurrence of  
a specific  
object from the  
ICollection.

(Inherited from  
Collection<Of  
<T>>.)



ICollection<T>.SyncRoot

Gets an object  
that can be  
used to  
synchronize  
access to the  
ICollection.  
(Inherited from  
Collection<Of  
<T>>.)

## ▣ See Also

[DialogControlCollection<\(Of <T>>\) Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControlCollection<(Of <(T)>>) Methods

[DialogControlCollection<\(Of <\(T\)>>\) Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [DialogControlCollection<\(Of <\(T\)>>\)](#) type exposes the following members.

# Methods

	Name	Description
	Add	Adds an object to the end of the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	Clear	Removes all elements from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	ClearItems	Removes all elements from the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	Contains	Determines whether an element is in the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	CopyTo	Copies the entire Collection<(Of <(T)>>) to a compatible one-dimensional Array, starting at the specified index of the target array. (Inherited from Collection<(Of <(T)>>).)
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	GetEnumerator	Returns an enumerator that iterates through the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
		Searches for the specified object and returns the

=	IndexOf	zero-based index of the first occurrence within the entire <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ). (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	Insert	Inserts an element into the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ) at the specified index. (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	InsertItem	Inserts an element into the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ) at the specified index. (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
=	Remove	Removes the first occurrence of a specific object from the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ). (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	RemoveAt	Removes the element at the specified index of the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ). (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	RemoveItem	Removes the element at the specified index of the <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> ). (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	SetItem	Replaces the element at the specified index. (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;&gt;</code> .)
=	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Explicit Interface Implementations

	Name	Description
	IList...:Add	Adds an item to the IList. (Inherited from Collection<(Of <(T)>>).)
	IList...:Contains	Determines whether the IList contains a specific value. (Inherited from Collection<(Of <(T)>>).)
	ICollection...:CopyTo	Copies the elements of the ICollection to an Array, starting at a particular Array index. (Inherited from Collection<(Of <(T)>>).)
	IEnumerable...:GetEnumerator	Returns an enumerator that iterates through a collection. (Inherited from Collection<(Of <(T)>>).)
	IList...:IndexOf	Determines the index of a specific item in the IList. (Inherited from Collection<(Of <(T)>>).)
	IList...:Insert	Inserts an item into the IList at the specified index. (Inherited from Collection<(Of <(T)>>).)
	IList...:Remove	Removes the first occurrence of a specific object from the IList. (Inherited from Collection<(Of <(T)>>).)

## See Also

[DialogControlCollection<\(Of <\(T\)>>\) Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControlCollection<(Of <(T)>>) Properties

[DialogControlCollection<\(Of <\(T\)>>\) Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [DialogControlCollection<\(Of <\(T\)>>\)](#) type exposes the following members.

# Properties

Name	Description
 Count	Gets the number of elements actually contained in the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)
 <a href="#">Item</a>	Overloaded.
 Items	Gets a IList<(Of <(T)>>) wrapper around the Collection<(Of <(T)>>). (Inherited from Collection<(Of <(T)>>).)

# Explicit Interface Implementations

Name	Description
 IList...:IsFixedSize	Gets a value indicating whether the IList has a fixed size. (Inherited from Collection<(Of <T>>).) (Inherited from Collection<(Of <T>>).)
 System#Collections#Generic#ICollection{T}#IsReadOnly	Collection<(Of <T>>). Gets a value indicating whether the IList is read-only.
 IList...:IsReadOnly	(Inherited from Collection<(Of <T>>).) Gets a value indicating whether access to the ICollection is synchronized (thread safe).
 ICollection...:IsSynchronized	(Inherited from Collection<(Of <T>>).) Gets or sets the element at the specified



IList...:Item

index.  
(Inherited from  
Collection<(Of  
<T>>).)

Gets an object  
that can be  
used to  
synchronize  
access to the  
ICollection.

(Inherited from  
Collection<(Of  
<T>>).)



ICollection...:SyncRoot

(Inherited from  
Collection<(Of  
<T>>).)

## See Also

[DialogControlCollection<\(Of <T>>\) Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControlCollection<(Of <(T)>>)...:Item Property

[DialogControlCollection<\(Of <\(T\)>>\) Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	<code>Item[(I(Int32))]</code>	Gets or sets the element at the specified index. (Inherited from <code>Collection&lt;(Of &lt;T&gt;&gt;)</code> .)
	<a href="#"><code>Item[(I(String))]</code></a>	Defines the indexer that supports accessing controls by name.

## See Also

[DialogControlCollection<\(Of <T>>\) Class](#)

[DialogControlCollection<\(Of <T>>\) Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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DialogControlCollection<(Of <(T)>)>...:Item Property (String)

[DialogControlCollection<\(Of <\(T\)>\)> Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Defines the indexer that supports accessing controls by name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public T this[
    string name
] { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Default Property Item ( _
    name As String _
) As T
```

## Visual C++

```
public:
property T default[String^ name] {
    T get (String^ name);
}
```

## Parameters

name

Type: System...:String

## **Remarks**

Control names are case sensitive.

This indexer is useful when the dialog is created in XAML rather than constructed in code.

# Exceptions

Exception	Condition
System...:ArgumentException	The name cannot be null or a zero-length string.

## See Also

[DialogControlCollection<\(Of <\(T\)>>\) Class](#)

[Item Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Helper class that exposes various Win32 functions as managed methods and properties.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static class InteropHelper
```

## Visual Basic (Declaration)

```
Public NotInheritable Class InteropHelper
```

## Visual C++

```
public ref class InteropHelper abstract sealed
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:InteropHelper

## See Also

[InteropHelper Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper Members

[InteropHelper Class](#) [Methods](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [InteropHelper](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#">SendMessage</a>	Overloaded.
	<a href="#">SetWindowsFormsButtonShield</a>	Controls whether the shield icon is displayed for a button.

## See Also

[InteropHelper Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper Methods

[InteropHelper Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [InteropHelper](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#">SendMessage</a>	Overloaded.
	<a href="#">SetWindowsFormsButtonShield</a>	Controls whether the shield icon is displayed for a button.

## See Also

[InteropHelper Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper....SendMessage Method

[InteropHelper Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	Name	Description
 	<a href="#">SendMessage(IntPtr, UInt32, Int32, Boolean)</a>	Sends a window message.
 	<a href="#">SendMessage(IntPtr, UInt32, Int32, String)</a>	Sends a window message.
 	<a href="#">SendMessage(IntPtr, UInt32, Int32%, StringBuilder)</a>	Sends a window message.
 	<a href="#">SendMessage(IntPtr, UInt32, IntPtr, IntPtr)</a>	Sends a window message.

## See Also

[InteropHelper Class](#)

[InteropHelper Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper...:SendMessage Method (IntPtr, UInt32, Int32, Boolean)

[InteropHelper Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Sends a window message.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[PermissionSetAttribute(SecurityAction.Demand, Name = "FullTrust")]
public static int SendMessage(
    IntPtr hWnd,
    uint msg,
    int wParam,
    bool lParam
)
```

## Visual Basic (Declaration)

```
<PermissionSetAttribute(SecurityAction.Demand, Name := "FullTrust")>
Public Shared Function SendMessage ( _
    hWnd As IntPtr, _
    msg As UInteger, _
    wParam As Integer, _
    lParam As Boolean _
) As Integer
```

## Visual C++

```
[PermissionSetAttribute(SecurityAction::Demand, Name = L"FullTrust");
public:
static int SendMessage(
    IntPtr hWnd,
    unsigned int msg,
    int wParam,
    bool lParam
)
```

## Parameters

hWnd

Type: System.IntPtr

The window handle.

msg

Type: System...:UInt32  
The window message.

wParam

Type: System...:Int32  
The wParam argument.

lParam

Type: System...:Boolean  
The lParam argument.

### **Return Value**

The value returned by the win32 call.

# Permissions

Permission	Description
System.Security.Permissions...::SecurityPermission	Demand value: Demand; Named Permission Sets: <b>FullTrust.</b>

## See Also

[InteropHelper Class](#)

[SendMessage Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper...:SendMessage Method (IntPtr, UInt32, Int32, String)

[InteropHelper Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Sends a window message.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[PermissionSetAttribute(SecurityAction.Demand, Name = "FullTrust")]
public static int SendMessage(
    IntPtr hWnd,
    uint msg,
    int wParam,
    string lParam
)
```

## Visual Basic (Declaration)

```
<PermissionSetAttribute(SecurityAction.Demand, Name := "FullTrust")>
Public Shared Function SendMessage ( _
    hWnd As IntPtr, _
    msg As UInteger, _
    wParam As Integer, _
    lParam As String _
) As Integer
```

## Visual C++

```
[PermissionSetAttribute(SecurityAction::Demand, Name = L"FullTrust");
public:
static int SendMessage(
    IntPtr hWnd,
    unsigned int msg,
    int wParam,
    String^ lParam
)
```

## Parameters

hWnd

Type: System.IntPtr

The window handle.

msg

Type: System...:UInt32  
The window message.

wParam

Type: System...:Int32  
The wParam argument.

lParam

Type: System...:String  
The lParam argument.

### **Return Value**

The value returned by the win32 call.

# Permissions

Permission	Description
System.Security.Permissions...::SecurityPermission	Demand value: Demand; Named Permission Sets: <b>FullTrust.</b>

## See Also

[InteropHelper Class](#)

[SendMessage Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper...:SendMessage Method (IntPtr, UInt32, Int32%, StringBuilder)

[InteropHelper Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Sends a window message.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[PermissionSetAttribute(SecurityAction.Demand, Name = "FullTrust")]
public static IntPtr SendMessage(
    IntPtr hWnd,
    uint msg,
    ref int wParam,
    StringBuilder lParam
)
```

## Visual Basic (Declaration)

```
<PermissionSetAttribute(SecurityAction.Demand, Name := "FullTrust")>
Public Shared Function SendMessage ( _
    hWnd As IntPtr, _
    msg As UInteger, _
    ByRef wParam As Integer, _
    lParam As StringBuilder _
) As IntPtr
```

## Visual C++

```
[PermissionSetAttribute(SecurityAction::Demand, Name = L"FullTrust");
public:
static IntPtr SendMessage(
    IntPtr hWnd,
    unsigned int msg,
    int% wParam,
    StringBuilder^ lParam
)
```

## Parameters

hWnd

Type: System.IntPtr

The window handle.

msg

Type: System...:UInt32  
The window message.

wParam

Type: System...:Int32 %  
The wParam argument.

lParam

Type: System.Text...:StringBuilder  
The lParam argument.

## **Return Value**

The value returned by the win32 call.

# Permissions

Permission	Description
System.Security.Permissions...::SecurityPermission	Demand value: Demand; Named Permission Sets: <b>FullTrust.</b>

## See Also

[InteropHelper Class](#)

[SendMessage Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper...:SendMessage Method (IntPtr, UInt32, IntPtr, IntPtr)

[InteropHelper Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Sends a window message.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
[PermissionSetAttribute(SecurityAction.Demand, Name = "FullTrust")]
public static IntPtr SendMessage(
    IntPtr hWnd,
    uint msg,
    IntPtr wParam,
    IntPtr lParam
)
```

## Visual Basic (Declaration)

```
<PermissionSetAttribute(SecurityAction.Demand, Name := "FullTrust")>
Public Shared Function SendMessage ( _
    hWnd As IntPtr, _
    msg As UInteger, _
    wParam As IntPtr, _
    lParam As IntPtr _
) As IntPtr
```

## Visual C++

```
[PermissionSetAttribute(SecurityAction::Demand, Name = L"FullTrust");
public:
static IntPtr SendMessage(
    IntPtr hWnd,
    unsigned int msg,
    IntPtr wParam,
    IntPtr lParam
)
```

## Parameters

hWnd

Type: System.IntPtr

The window handle.

msg

Type: System...:UInt32  
The window message.

wParam

Type: System...:IntPtr  
The wParam argument.

lParam

Type: System...:IntPtr  
The lParam argument.

### **Return Value**

The value returned by the win32 call.

# Permissions

Permission	Description
System.Security.Permissions...::SecurityPermission	Demand value: Demand; Named Permission Sets: <b>FullTrust.</b>

## See Also

[InteropHelper Class](#)

[SendMessage Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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InteropHelper....SetWindowsFormsButtonShield Method

[InteropHelper Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Controls whether the shield icon is displayed for a button.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static void SetWindowsFormsButtonShield(  
    Button button,  
    bool showShield  
)
```

## Visual Basic (Declaration)

```
Public Shared Sub SetWindowsFormsButtonShield ( _  
    button As Button, _  
    showShield As Boolean _  
)
```

## Visual C++

```
public:  
static void SetWindowsFormsButtonShield(  
    Button^ button,  
    bool showShield  
)
```

## Parameters

button

Type: System.Windows.Forms...:Button  
The button to set.

showShield

Type: System...:Boolean  
A value that indicates whether the shield icon is displayed.

## See Also

[InteropHelper Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Encapsulates a new-to-Vista Win32 TaskDialog window - a powerful successor to the MessageBox available in previous versions of Windows.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ■ Syntax

## C#

```
[ContentPropertyAttribute("Controls")]  
[SecurityPermissionAttribute(SecurityAction.InheritanceDemand, Flags:  
public class TaskDialog : IDisposable
```

## Visual Basic (Declaration)

```
<ContentPropertyAttribute("Controls")> _  
<SecurityPermissionAttribute(SecurityAction.InheritanceDemand, Flags:  
Public Class TaskDialog _  
    Implements IDisposable
```

## Visual C++

```
[ContentPropertyAttribute(L"Controls")]  
[SecurityPermissionAttribute(SecurityAction::InheritanceDemand, Fla  
public ref class TaskDialog : IDisposable
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialog

## See Also

[TaskDialog Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog Members

[TaskDialog Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialog](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">TaskDialog</a>	Initializes a new instance of the <a href="#">TaskDialog</a> class

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#">Close</a>	
	<a href="#">Dispose</a>	Overloaded.
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	<a href="#">Finalize</a>	(Overrides Object...:Finalize()().)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	 <a href="#">Show</a>	Overloaded.
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Cancelable</u></a>	
	<a href="#"><u>Caption</u></a>	
	<a href="#"><u>CheckBoxChecked</u></a>	
	<a href="#"><u>CheckBoxText</u></a>	
	<a href="#"><u>CollapsedControlText</u></a>	
	<a href="#"><u>Content</u></a>	
	<a href="#"><u>Controls</u></a>	
	<a href="#"><u>Expanded</u></a>	
	<a href="#"><u>ExpandedControlText</u></a>	
	<a href="#"><u>ExpandedText</u></a>	
	<a href="#"><u>ExpansionMode</u></a>	
	<a href="#"><u>FooterIcon</u></a>	
	<a href="#"><u>FooterText</u></a>	
	<a href="#"><u>HyperlinksEnabled</u></a>	
	<a href="#"><u>Instruction</u></a>	
	<a href="#"><u>MainIcon</u></a>	
	<a href="#"><u>Marquee</u></a>	
	<a href="#"><u>Owner</u></a>	
	<a href="#"><u>ProgressBar</u></a>	
	<a href="#"><u>StandardButtons</u></a>	
	<a href="#"><u>StartupLocation</u></a>	

# Events

	Name	Description
⚡	<a href="#">Closing</a>	
⚡	<a href="#">HelpInvoked</a>	
⚡	<a href="#">HyperlinkClick</a>	
⚡	<a href="#">Opened</a>	
⚡	<a href="#">Tick</a>	

## ▣ See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog Constructor

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Initializes a new instance of the [TaskDialog](#) class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public TaskDialog()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
TaskDialog()
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog Methods

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialog](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#">Close</a>	
	<a href="#">Dispose</a>	Overloaded.
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	<a href="#">Finalize</a>	(Overrides Object...:Finalize()().)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	 <a href="#">Show</a>	Overloaded.
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## ▣ See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Close Method

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Close]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public void Close()
```

## Visual Basic (Declaration)

```
Public Sub Close
```

## Visual C++

```
public:  
void Close()
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Dispose Method

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	Name	Description
🔗	<a href="#">Dispose()</a>	
🔗	<a href="#">Dispose(Boolean)</a>	

## See Also

[TaskDialog Class](#)

[TaskDialog Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Dispose Method

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Dispose]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public void Dispose()
```

## Visual Basic (Declaration)

```
Public Sub Dispose
```

## Visual C++

```
public:  
virtual void Dispose() sealed
```

## Implements

```
IDisposable...:Dispose()
```

## **See Also**

[TaskDialog Class](#)

[Dispose Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Dispose Method (Boolean)

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Dispose(System.Boolean)]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected virtual void Dispose(  
    bool disposing  
)
```

## Visual Basic (Declaration)

```
Protected Overridable Sub Dispose ( _  
    disposing As Boolean _  
)
```

## Visual C++

```
protected:  
virtual void Dispose(  
    bool disposing  
)
```

## Parameters

disposing  
Type: System...:Boolean

**[Missing <param name="disposing"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Dispose(System.Boolean)"]**

## See Also

[TaskDialog Class](#)

[Dispose Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Finalize Method

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Finalize]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

protected override void Finalize()

## Visual Basic (Declaration)

Protected Overrides Sub Finalize

## Visual C++

protected:  
virtual void Finalize() override

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Show Method

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	Name	Description
◆	<a href="#">Show()</a>	
◆S	<a href="#">Show(String)</a>	
◆S	<a href="#">Show(String, String)</a>	
◆S	<a href="#">Show(String, String, String)</a>	

## See Also

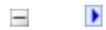
[TaskDialog Class](#)

[TaskDialog Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Show Method

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for  
M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogResult Show()
```

## Visual Basic (Declaration)

```
Public Function Show As TaskDialogResult
```

## Visual C++

```
public:  
TaskDialogResult^ Show()
```

## Return Value

**[Missing <returns> documentation for M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show]**

## **See Also**

[TaskDialog Class](#)

[Show Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Show Method (String)

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String)]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static TaskDialogResult Show(  
    string msg  
)
```

## Visual Basic (Declaration)

```
Public Shared Function Show ( _  
    msg As String _  
) As TaskDialogResult
```

## Visual C++

```
public:  
static TaskDialogResult^ Show(  
    String^ msg  
)
```

## Parameters

msg

Type: System...:String

**[Missing <param name="msg"/> documentation for "M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String)"]**

## Return Value

**[Missing <returns> documentation for M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String)]**

## **See Also**

[TaskDialog Class](#)

[Show Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Show Method (String, String)

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.String)]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static TaskDialogResult Show(  
    string msg,  
    string mainInstruction  
)
```

## Visual Basic (Declaration)

```
Public Shared Function Show ( _  
    msg As String, _  
    mainInstruction As String _  
) As TaskDialogResult
```

## Visual C++

```
public:  
static TaskDialogResult^ Show(  
    String^ msg,  
    String^ mainInstruction  
)
```

## Parameters

msg

Type: System...:String

**[Missing <param name="msg"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.Strin**

mainInstruction

Type: System...:String

**[Missing <param name="mainInstruction"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.Strin**

## Return Value

**[Missing <returns> documentation for  
M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.String)]**

## **See Also**

[TaskDialog Class](#)

[Show Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Show Method (String, String, String)

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.String,Syste**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static TaskDialogResult Show(  
    string msg,  
    string mainInstruction,  
    string caption  
)
```

## Visual Basic (Declaration)

```
Public Shared Function Show ( _  
    msg As String, _  
    mainInstruction As String, _  
    caption As String _  
) As TaskDialogResult
```

## Visual C++

```
public:  
static TaskDialogResult^ Show(  
    String^ msg,  
    String^ mainInstruction,  
    String^ caption  
)
```

## Parameters

msg

Type: System...::String

**[Missing <param name="msg"/> documentation for "M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.Strin**

mainInstruction

Type: System...::String

**[Missing <param name="mainInstruction"/> documentation for "M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.Strin**

caption

Type: System....String

**[Missing <param name="caption"/> documentation for  
"M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.Strin**

## **Return Value**

**[Missing <returns> documentation for  
M:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Show(System.String,System.String,Syster**

## **See Also**

[TaskDialog Class](#)

[Show Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog Properties

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialog](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Cancelable</a>	
	<a href="#">Caption</a>	
	<a href="#">CheckBoxChecked</a>	
	<a href="#">CheckBoxText</a>	
	<a href="#">CollapsedControlText</a>	
	<a href="#">Content</a>	
	<a href="#">Controls</a>	
	<a href="#">Expanded</a>	
	<a href="#">ExpandedControlText</a>	
	<a href="#">ExpandedText</a>	
	<a href="#">ExpansionMode</a>	
	<a href="#">FooterIcon</a>	
	<a href="#">FooterText</a>	
	<a href="#">HyperlinksEnabled</a>	
	<a href="#">Instruction</a>	
	<a href="#">MainIcon</a>	
	<a href="#">Marquee</a>	
	<a href="#">Owner</a>	
	<a href="#">ProgressBar</a>	
	<a href="#">StandardButtons</a>	
	<a href="#">StartupLocation</a>	

## ▣ See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Cancelable Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Cancelable]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool Cancelable { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Cancelable As Boolean
```

## Visual C++

```
public:  
property bool Cancelable {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Caption Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Caption]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Caption { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Caption As String
```

## Visual C++

```
public:  
property String^ Caption {  
    String^ get ();  
    void set (String^ value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:CheckBoxChecked Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.CheckBoxChecked]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Nullable<bool> CheckBoxChecked { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CheckBoxChecked As Nullable(Of Boolean)
```

## Visual C++

```
public:  
property Nullable<bool> CheckBoxChecked {  
    Nullable<bool> get ();  
    void set (Nullable<bool> value);  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:CheckBoxText Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.CheckBoxText]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string CheckBoxText { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CheckBoxText As String
```

## Visual C++

```
public:  
property String^ CheckBoxText {  
    String^ get ();  
    void set (String^ value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:CollapsedControlText Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.CollapsedControlText]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string CollapsedControlText { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CollapsedControlText As String
```

## Visual C++

```
public:  
property String^ CollapsedControlText {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Content Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Content]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Content { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Content As String
```

## Visual C++

```
public:  
property String^ Content {  
    String^ get ();  
    void set (String^ value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Controls Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Controls]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public DialogControlCollection<TaskDialogControl> Controls { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Controls As DialogControlCollection(Of TaskDialogControl)
```

## Visual C++

```
public:  
property DialogControlCollection<TaskDialogControl> Controls {  
    DialogControlCollection<TaskDialogControl> get ();  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Expanded Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Expanded]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool Expanded { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Expanded As Boolean
```

## Visual C++

```
public:  
property bool Expanded {  
    bool get ();  
    void set (bool value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:ExpandedControlText Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.ExpandedControlText]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string ExpandedControlText { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ExpandedControlText As String
```

## Visual C++

```
public:  
property String^ ExpandedControlText {  
    String^ get ();  
    void set (String^ value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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TaskDialog...:ExpandedText Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.ExpandedText]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string ExpandedText { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ExpandedText As String
```

## Visual C++

```
public:  
property String^ ExpandedText {  
    String^ get ();  
    void set (String^ value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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TaskDialog...:ExpansionMode Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.ExpansionMode]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogExpandedInformationLocation ExpansionMode { get; set;
```

## Visual Basic (Declaration)

```
Public Property ExpansionMode As TaskDialogExpandedInformationLocation
```

## Visual C++

```
public:  
property TaskDialogExpandedInformationLocation ExpansionMode {  
    TaskDialogExpandedInformationLocation get ();  
    void set (TaskDialogExpandedInformationLocation value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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TaskDialog...:FooterIcon Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.FooterIcon]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogStandardIcon FooterIcon { get; set; }
```

## Visual Basic (Declaration)

```
Public Property FooterIcon As TaskDialogStandardIcon
```

## Visual C++

```
public:  
property TaskDialogStandardIcon FooterIcon {  
    TaskDialogStandardIcon get ();  
    void set (TaskDialogStandardIcon value);  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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TaskDialog...:FooterText Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.FooterText]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public string FooterText { get; set; }
```

## Visual Basic (Declaration)

```
Public Property FooterText As String
```

## Visual C++

```
public:  
property String^ FooterText {  
    String^ get ();  
    void set (String^ value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:HyperlinksEnabled Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.HyperlinksEnabled]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool HyperlinksEnabled { get; set; }
```

## Visual Basic (Declaration)

```
Public Property HyperlinksEnabled As Boolean
```

## Visual C++

```
public:  
property bool HyperlinksEnabled {  
    bool get ();  
    void set (bool value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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C#  Visual Basic

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TaskDialog...:Instruction Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Instruction]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Instruction { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Instruction As String
```

## Visual C++

```
public:  
property String^ Instruction {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:MainIcon Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.MainIcon]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogStandardIcon MainIcon { get; set; }
```

## Visual Basic (Declaration)

```
Public Property MainIcon As TaskDialogStandardIcon
```

## Visual C++

```
public:  
property TaskDialogStandardIcon MainIcon {  
    TaskDialogStandardIcon get ();  
    void set (TaskDialogStandardIcon value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Marquee Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Marquee]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogMarquee Marquee { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Marquee As TaskDialogMarquee
```

## Visual C++

```
public:  
property TaskDialogMarquee^ Marquee {  
    TaskDialogMarquee^ get ();  
    void set (TaskDialogMarquee^ value);  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Owner Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Owner]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Window Owner { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Owner As Window
```

## Visual C++

```
public:  
property Window^ Owner {  
    Window^ get ();  
    void set (Window^ value);  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

---

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TaskDialog...:ProgressBar Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.ProgressBar]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogProgressBar ProgressBar { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ProgressBar As TaskDialogProgressBar
```

## Visual C++

```
public:  
property TaskDialogProgressBar^ ProgressBar {  
    TaskDialogProgressBar^ get ();  
    void set (TaskDialogProgressBar^ value);  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

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TaskDialog...:StandardButtons Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.StandardButtons]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogStandardButtons StandardButtons { get; set; }
```

## Visual Basic (Declaration)

```
Public Property StandardButtons As TaskDialogStandardButtons
```

## Visual C++

```
public:  
property TaskDialogStandardButtons StandardButtons {  
    TaskDialogStandardButtons get ();  
    void set (TaskDialogStandardButtons value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:StartupLocation Property

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.StartupLocation]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogStartupLocation StartupLocation { get; set; }
```

## Visual Basic (Declaration)

```
Public Property StartupLocation As TaskDialogStartupLocation
```

## Visual C++

```
public:  
property TaskDialogStartupLocation StartupLocation {  
    TaskDialogStartupLocation get ();  
    void set (TaskDialogStartupLocation value);  
}
```

## **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- Include Protected Members
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TaskDialog Events

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialog](#) type exposes the following members.

# Events

	Name	Description
⚡	<a href="#">Closing</a>	
⚡	<a href="#">HelpInvoked</a>	
⚡	<a href="#">HyperlinkClick</a>	
⚡	<a href="#">Opened</a>	
⚡	<a href="#">Tick</a>	

## ▣ See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Closing Event

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
E:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Closing]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public event EventHandler<TaskDialogClosingEventArgs> Closing
```

## Visual Basic (Declaration)

```
Public Event Closing As EventHandler(Of TaskDialogClosingEventArgs)
```

## Visual C++

```
public:  
    event EventHandler<TaskDialogClosingEventArgs>^ Closing {  
        void add (EventHandler<TaskDialogClosingEventArgs>^ value);  
        void remove (EventHandler<TaskDialogClosingEventArgs>^ val  
    }
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:HelpInvoked Event

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

E:\Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.HelpInvoked]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler HelpInvoked
```

## Visual Basic (Declaration)

```
Public Event HelpInvoked As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ HelpInvoked {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:HyperlinkClick Event

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

E:\Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.HyperlinkClick]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public event EventHandler<TaskDialogHyperlinkClickedEventArgs> HyperlinkClicked
```

## Visual Basic (Declaration)

```
Public Event HyperlinkClick As EventHandler(Of TaskDialogHyperlinkClickedEventArgs)
```

## Visual C++

```
public:  
    event EventHandler<TaskDialogHyperlinkClickedEventArgs>^ HyperlinkClicked  
        void add (EventHandler<TaskDialogHyperlinkClickedEventArgs> handler)  
        void remove (EventHandler<TaskDialogHyperlinkClickedEventArgs> handler)  
}
```

## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Opened Event

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
E:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Opened]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler Opened
```

## Visual Basic (Declaration)

```
Public Event Opened As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ Opened {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

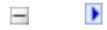
## See Also

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialog...:Tick Event

[TaskDialog Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for  
E:Microsoft.SDK.Samples.VistaBridge.Library.TaskDialog.Tick]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public event EventHandler<TaskDialogTickEventArgs> Tick
```

## Visual Basic (Declaration)

```
Public Event Tick As EventHandler(Of TaskDialogTickEventArgs)
```

## Visual C++

```
public:  
    event EventHandler<TaskDialogTickEventArgs> Tick {  
        void add (EventHandler<TaskDialogTickEventArgs> value);  
        void remove (EventHandler<TaskDialogTickEventArgs> value);  
    }
```

## ▣ **See Also**

[TaskDialog Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

TaskDialogBar Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Common class for all task dialog bar controls, such as the progress and marquee bars.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogBar : TaskDialogControl
```

## Visual Basic (Declaration)

```
Public Class TaskDialogBar _  
    Inherits TaskDialogControl
```

## Visual C++

```
public ref class TaskDialogBar : public TaskDialogControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogBar

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogMarquee](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogProgressBar](#)

## See Also

[TaskDialogBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

TaskDialogBar Members

[TaskDialogBar Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogBar](#) type exposes the following members.

# Constructors

Name	Description
<a href="#">TaskDialogBar</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[Reset](#)

Resets the state of the control to normal.



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">State</a>	Gets or sets the state of the progress bar.

## See Also

[TaskDialogBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogBar Constructor

[TaskDialogBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogBar()()()</a>	Creates a new instance of this class.
	<a href="#">TaskDialogBar(String)</a>	Creates a new instance of this class with the specified name.

## See Also

[TaskDialogBar Class](#)

[TaskDialogBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogBar Constructor

[TaskDialogBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public TaskDialogBar()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
TaskDialogBar()
```

## See Also

[TaskDialogBar Class](#)

[TaskDialogBar Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

[Visual C++](#)

[XAML](#)

Vista Bridge Library for Managed code development

TaskDialogBar Constructor (String)

[TaskDialogBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected TaskDialogBar(  
    string name  
)
```

## Visual Basic (Declaration)

```
Protected Sub New ( _  
    name As String _  
)
```

## Visual C++

```
protected:  
TaskDialogBar(  
    String^ name  
)
```

## Parameters

name

Type: System...:String

The name for this control.

## See Also

[TaskDialogBar Class](#)

[TaskDialogBar Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

TaskDialogBar Methods

[TaskDialogBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogBar](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[Reset](#)

Resets the state of the control to normal.



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## ▣ See Also

[TaskDialogBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

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TaskDialogBar...:Reset Method

[TaskDialogBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Resets the state of the control to normal.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected internal virtual void Reset()
```

## Visual Basic (Declaration)

```
Protected Friend Overridable Sub Reset
```

## Visual C++

```
protected public:  
virtual void Reset()
```

## See Also

[TaskDialogBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
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TaskDialogBar Properties

[TaskDialogBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogBar](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">State</a>	Gets or sets the state of the progress bar.

## ▣ See Also

[TaskDialogBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogBar...:State Property

[TaskDialogBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the state of the progress bar.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogProgressBarState State { get; set; }
```

## Visual Basic (Declaration)

```
Public Property State As TaskDialogProgressBarState
```

## Visual C++

```
public:  
property TaskDialogProgressBarState State {  
    TaskDialogProgressBarState get ();  
    void set (TaskDialogProgressBarState value);  
}
```

## See Also

[TaskDialogBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Implements a button that can be hosted in a task dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogButton : TaskDialogButtonBase
```

## Visual Basic (Declaration)

```
Public Class TaskDialogButton _  
    Inherits TaskDialogButtonBase
```

## Visual C++

```
public ref class TaskDialogButton : public TaskDialogButtonBase
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogButtonBase](#)

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogButton

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogCommandLink](#)

## **See Also**

[TaskDialogButton Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton Members

[TaskDialogButton Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#) [See Also](#)  
[Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogButton](#) type exposes the following members.

# Constructors

Name	Description
= <a href="#">TaskDialogButton</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[ToString](#)

Returns the Text property value for this button.

(Inherited from [TaskDialogButtonBase](#).)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Default</u></a>	Gets or sets a value that indicates whether this button is the default button. (Inherited from <a href="#"><u>TaskDialogButtonBase</u></a> .)
	<a href="#"><u>Enabled</u></a>	Gets or sets a value that determines whether the button is enabled. (Inherited from <a href="#"><u>TaskDialogButtonBase</u></a> .)
	<a href="#"><u>Name</u></a>	(Inherited from <a href="#"><u>DialogControl</u></a> .)
	<a href="#"><u>ShowElevationIcon</u></a>	Gets or sets a value that controls whether the elevation icon is displayed.
	<a href="#"><u>Text</u></a>	Gets or sets the button text. (Inherited from <a href="#"><u>TaskDialogButtonBase</u></a> .)

# Events

Name	Description
 <a href="#">Click</a>	Raised when the task dialog button is clicked. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

## See Also

[TaskDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton Constructor

[TaskDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogButton()()</a>	Creates a new instance of this class.
	<a href="#">TaskDialogButton(String, String)</a>	Creates a new instance of this class with the specified property settings.

## See Also

[TaskDialogButton Class](#)

[TaskDialogButton Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton Constructor

[TaskDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public TaskDialogButton()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
TaskDialogButton()
```

## See Also

[TaskDialogButton Class](#)

[TaskDialogButton Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton Constructor (String, String)

[TaskDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified property settings.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public TaskDialogButton(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
TaskDialogButton(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String  
The name of the button.

text

Type: System...:String  
The button label.

## **See Also**

[TaskDialogButton Class](#)

[TaskDialogButton Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton Methods

[TaskDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogButton](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[ToString](#)

Returns the Text property value for this button.

(Inherited from

[TaskDialogButtonBase.](#))

## See Also

[TaskDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton Properties

[TaskDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogButton](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Default</u></a>	Gets or sets a value that indicates whether this button is the default button. (Inherited from <a href="#"><u>TaskDialogButtonBase</u></a> .)
	<a href="#"><u>Enabled</u></a>	Gets or sets a value that determines whether the button is enabled. (Inherited from <a href="#"><u>TaskDialogButtonBase</u></a> .)
	<a href="#"><u>Name</u></a>	(Inherited from <a href="#"><u>DialogControl</u></a> .)
	<a href="#"><u>ShowElevationIcon</u></a>	Gets or sets a value that controls whether the elevation icon is displayed.
	<a href="#"><u>Text</u></a>	Gets or sets the button text. (Inherited from <a href="#"><u>TaskDialogButtonBase</u></a> .)

## See Also

[TaskDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton...::ShowElevationIcon Property

[TaskDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether the elevation icon is displayed.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool ShowElevationIcon { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ShowElevationIcon As Boolean
```

## Visual C++

```
public:  
property bool ShowElevationIcon {  
    bool get ();  
    void set (bool value);  
}
```

## **See Also**

[TaskDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButton Events

[TaskDialogButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogButton](#) type exposes the following members.

# Events

Name	Description
 <a href="#">Click</a>	Raised when the task dialog button is clicked. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

## See Also

[TaskDialogButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The abstract base class for task dialog buttons. Classes that inherit from this class will inherit the Text property defined in this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
[ContentPropertyAttribute("Text")]  
public abstract class TaskDialogButtonBase : TaskDialogControl
```

## Visual Basic (Declaration)

```
<ContentPropertyAttribute("Text")> _  
Public MustInherit Class TaskDialogButtonBase _  
    Inherits TaskDialogControl
```

## Visual C++

```
[ContentPropertyAttribute(L"Text")]  
public ref class TaskDialogButtonBase abstract : public TaskDialogControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogButtonBase

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogButton](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogRadioButton](#)

## See Also

[TaskDialogButtonBase Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase Members

[TaskDialogButtonBase Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogButtonBase](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">TaskDialogButtonBase</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



## ToString

Returns the Text property value for this button.

(Overrides Object...:ToString())

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Default</a>	Gets or sets a value that indicates whether this button is the default button.
	<a href="#">Enabled</a>	Gets or sets a value that determines whether the button is enabled.
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">Text</a>	Gets or sets the button text.

# Events

	<b>Name</b>	<b>Description</b>
	<a href="#">Click</a>	Raised when the task dialog button is clicked.

## See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase Constructor

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogButtonBase()</a>	Creates a new instance on a task dialog button.
	<a href="#">TaskDialogButtonBase(String, String)</a>	Creates a new instance on a task dialog button with the specified name and text.

## **See Also**

[TaskDialogButtonBase Class](#)

[TaskDialogButtonBase Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase Constructor

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance on a task dialog button.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
protected TaskDialogButtonBase()
```

## **Visual Basic (Declaration)**

```
Protected Sub New
```

## **Visual C++**

```
protected:  
TaskDialogButtonBase()
```

## See Also

[TaskDialogButtonBase Class](#)

[TaskDialogButtonBase Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase Constructor (String, String)

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance on a task dialog button with the specified name and text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected TaskDialogButtonBase(  
    string name,  
    string text  
)
```

### Visual Basic (Declaration)

```
Protected Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
protected:  
TaskDialogButtonBase(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String  
The name for this button.

text

Type: System...:String  
The label for this button.

## See Also

[TaskDialogButtonBase Class](#)

[TaskDialogButtonBase Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase Methods

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogButtonBase](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



## ToString

Returns the Text property value for this button.

(Overrides Object...:ToString())

## See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase...:ToString Method

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns the Text property value for this button.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override string ToString()
```

## Visual Basic (Declaration)

```
Public Overrides Function ToString As String
```

## Visual C++

```
public:  
virtual String^ ToString() override
```

## Return Value

A String.

## See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase Properties

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogButtonBase](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Default</a>	Gets or sets a value that indicates whether this button is the default button.
	<a href="#">Enabled</a>	Gets or sets a value that determines whether the button is enabled.
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">Text</a>	Gets or sets the button text.

## See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase...:Default Property

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that indicates whether this button is the default button.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool Default { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Default As Boolean
```

## Visual C++

```
public:  
property bool Default {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase...:Enabled Property

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that determines whether the button is enabled.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool Enabled { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Enabled As Boolean
```

## Visual C++

```
public:  
property bool Enabled {  
    bool get ();  
    void set (bool value);  
}
```

## See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase...:Text Property

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the button text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Text { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Text As String
```

## Visual C++

```
public:  
property String^ Text {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase Events

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogButtonBase](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
	<a href="#">Click</a>	Raised when the task dialog button is clicked.

## ▣ See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogButtonBase...:Click Event

[TaskDialogButtonBase Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the task dialog button is clicked.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public event EventHandler Click
```

## Visual Basic (Declaration)

```
Public Event Click As EventHandler
```

## Visual C++

```
public:  
    event EventHandler^ Click {  
        void add (EventHandler^ value);  
        void remove (EventHandler^ value);  
    }
```

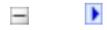
## See Also

[TaskDialogButtonBase Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

TaskDialogClosingEventArgs Class

[Members](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

Data associated with [Closing](#) event.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogClosingEventArgs : CancelEventArgs
```

## Visual Basic (Declaration)

```
Public Class TaskDialogClosingEventArgs _  
    Inherits CancelEventArgs
```

## Visual C++

```
public ref class TaskDialogClosingEventArgs : public CancelEventArgs
```

# **Inheritance Hierarchy**

System...:Object

System...:EventArgs

System.ComponentModel...:CancelEventArgs

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogClosingEventArgs

## See Also

[TaskDialogClosingEventArgs Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogClosingEventArgs Members

[TaskDialogClosingEventArgs Class](#) [Constructors](#) [Methods](#) [Properties](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogClosingEventArgs](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">TaskDialogClosingEventArgs</a>	Initializes a new instance of the <a href="#">TaskDialogClosingEventArgs</a> class

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

	<b>Name</b>	<b>Description</b>
	Cancel	Gets or sets a value indicating whether the event should be canceled. (Inherited from CancelEventArgs.)
	<a href="#">CustomButton</a>	Gets or sets the text of the custom button that was clicked.
	<a href="#">StandardButton</a>	Gets or sets the standard button that was clicked.

## See Also

[TaskDialogClosingEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogClosingEventArgs Constructor

[TaskDialogClosingEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Initializes a new instance of the [TaskDialogClosingEventArgs](#) class

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public TaskDialogClosingEventArgs()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
TaskDialogClosingEventArgs()
```

## See Also

[TaskDialogClosingEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogClosingEventArgs Methods

[TaskDialogClosingEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogClosingEventArgs](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[TaskDialogClosingEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogClosingEventArgs Properties

[TaskDialogClosingEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogClosingEventArgs](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	Cancel	Gets or sets a value indicating whether the event should be canceled. (Inherited from CancelEventArgs.)
	<a href="#">CustomButton</a>	Gets or sets the text of the custom button that was clicked.
	<a href="#">StandardButton</a>	Gets or sets the standard button that was clicked.

## See Also

[TaskDialogClosingEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogClosingEventArgs...:CustomButton Property

[TaskDialogClosingEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the text of the custom button that was clicked.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string CustomButton { get; set; }
```

## Visual Basic (Declaration)

```
Public Property CustomButton As String
```

## Visual C++

```
public:  
property String^ CustomButton {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[TaskDialogClosingEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogClosingEventArgs...:StandardButton Property

[TaskDialogClosingEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the standard button that was clicked.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogStandardButton StandardButton { get; set; }
```

## Visual Basic (Declaration)

```
Public Property StandardButton As TaskDialogStandardButton
```

## Visual C++

```
public:  
property TaskDialogStandardButton StandardButton {  
    TaskDialogStandardButton get ();  
    void set (TaskDialogStandardButton value);  
}
```

## See Also

[TaskDialogClosingEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogCommandLink Class

[Members](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

Represents a command-link.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogCommandLink : TaskDialogButton
```

## Visual Basic (Declaration)

```
Public Class TaskDialogCommandLink _  
    Inherits TaskDialogButton
```

## Visual C++

```
public ref class TaskDialogCommandLink : public TaskDialogButton
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogButtonBase](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogButton](#)

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogCommandLink

## **See Also**

[TaskDialogCommandLink Members](#)

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TaskDialogCommandLink Members

[TaskDialogCommandLink Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogCommandLink](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogCommandLink</a>	Overloaded.

# Methods

	Name	Description
	<a href="#">ApplyPropertyChange</a>	<p>Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">CheckPropertyChangeAllowed</a>	<p>Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">Equals</a>	<p>Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a>.)</p>
	Finalize	<p>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</p>
	<a href="#">GetHashCode</a>	<p>Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a>.)</p>
	GetType	<p>Gets the Type of the current instance. (Inherited from Object.)</p>
	MemberwiseClone	<p>Creates a shallow copy of the current Object. (Inherited from Object.)</p>



## ToString

Returns a string representation of this object.  
(Overrides [TaskDialogButtonBase...:ToString\(\)](#).)

# Properties

Name	Description
 <a href="#">Default</a>	Gets or sets a value that indicates whether this button is the default button. (Inherited from <a href="#">TaskDialogButtonBase</a> .)
 <a href="#">Enabled</a>	Gets or sets a value that determines whether the button is enabled. (Inherited from <a href="#">TaskDialogButtonBase</a> .)
 <a href="#">Instruction</a>	Gets or sets the instruction associated with this command link button.
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">ShowElevationIcon</a>	Gets or sets a value that controls whether the elevation icon is displayed. (Inherited from <a href="#">TaskDialogButton</a> .)
 <a href="#">Text</a>	Gets or sets the button text. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

# Events

Name	Description
 <a href="#">Click</a>	Raised when the task dialog button is clicked. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

## ▣ See Also

[TaskDialogCommandLink Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogCommandLink Constructor

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogCommandLink()</a>	Creates a new instance of this class.
	<a href="#">TaskDialogCommandLink(String, String)</a>	Creates a new instance of this class with the specified name and label.
	<a href="#">TaskDialogCommandLink(String, String, String)</a>	Creates a new instance of this class with the specified name, label, and instruction.

## See Also

[TaskDialogCommandLink Class](#)

[TaskDialogCommandLink Members](#)

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TaskDialogCommandLink Constructor

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public TaskDialogCommandLink()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
TaskDialogCommandLink()
```

## See Also

[TaskDialogCommandLink Class](#)

[TaskDialogCommandLink Overload](#)

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TaskDialogCommandLink Constructor (String, String)

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and label.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogCommandLink(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
TaskDialogCommandLink(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String  
The name for this button.

text

Type: System...:String  
The label for this button.

## See Also

[TaskDialogCommandLink Class](#)

[TaskDialogCommandLink Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogCommandLink Constructor (String, String, String)

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name,label, and instruction.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public TaskDialogCommandLink(  
    string name,  
    string text,  
    string instruction  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String, _  
    instruction As String _  
)
```

## Visual C++

```
public:  
TaskDialogCommandLink(  
    String^ name,  
    String^ text,  
    String^ instruction  
)
```

## Parameters

name

Type: System...:String  
The name for this button.

text

Type: System...:String  
The label for this button.

instruction

Type: System...:String  
The instruction for this command link.

## See Also

[TaskDialogCommandLink Class](#)

[TaskDialogCommandLink Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogCommandLink Methods

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogCommandLink](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">ApplyPropertyChange</a>	<p>Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">CheckPropertyChangeAllowed</a>	<p>Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a>.)</p>
	<a href="#">Equals</a>	<p>Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a>.)</p>
	Finalize	<p>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</p>
	<a href="#">GetHashCode</a>	<p>Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a>.)</p>
	GetType	<p>Gets the Type of the current instance. (Inherited from Object.)</p>
	MemberwiseClone	<p>Creates a shallow copy of the current Object. (Inherited from Object.)</p>



[ToString](#)

Returns a string representation of this object.  
(Overrides [TaskDialogButtonBase...::ToString\(\)](#).)

## ▣ See Also

[TaskDialogCommandLink Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogCommandLink...::ToString Method

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns a string representation of this object.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override string ToString()
```

## Visual Basic (Declaration)

```
Public Overrides Function ToString As String
```

## Visual C++

```
public:  
virtual String^ ToString() override
```

## Return Value

A String

## See Also

[TaskDialogCommandLink Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogCommandLink Properties

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogCommandLink](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Default</a>	Gets or sets a value that indicates whether this button is the default button. (Inherited from <a href="#">TaskDialogButtonBase</a> .)
 <a href="#">Enabled</a>	Gets or sets a value that determines whether the button is enabled. (Inherited from <a href="#">TaskDialogButtonBase</a> .)
 <a href="#">Instruction</a>	Gets or sets the instruction associated with this command link button.
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">ShowElevationIcon</a>	Gets or sets a value that controls whether the elevation icon is displayed. (Inherited from <a href="#">TaskDialogButton</a> .)
 <a href="#">Text</a>	Gets or sets the button text. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

## ▣ See Also

[TaskDialogCommandLink Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogCommandLink...:Instruction Property

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the instruction associated with this command link button.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Instruction { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Instruction As String
```

## Visual C++

```
public:  
property String^ Instruction {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[TaskDialogCommandLink Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogCommandLink Events

[TaskDialogCommandLink Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogCommandLink](#) type exposes the following members.

# Events

Name	Description
 <a href="#">Click</a>	Raised when the task dialog button is clicked. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

## ▣ See Also

[TaskDialogCommandLink Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogControl Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Abstract base class for all custom task dialog controls.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public abstract class TaskDialogControl : DialogControl
```

## Visual Basic (Declaration)

```
Public MustInherit Class TaskDialogControl _  
    Inherits DialogControl
```

## Visual C++

```
public ref class TaskDialogControl abstract : public DialogControl
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogBar](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogButtonBase](#)

## See Also

[TaskDialogControl Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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- C#  Visual Basic
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TaskDialogControl Members

[TaskDialogControl Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogControl](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">TaskDialogControl</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

# Properties

Name	Description
	<a href="#">Name</a> (Inherited from <a href="#">DialogControl</a> .)

## ▣ See Also

[TaskDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogControl Constructor

[TaskDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

# Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>TaskDialogControl()</u></a>	Creates a new instance of a task dialog control.
	<a href="#"><u>TaskDialogControl(String)</u></a>	Creates a new instance of a task dialog control with the specified name.

## See Also

[TaskDialogControl Class](#)

[TaskDialogControl Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogControl Constructor

[TaskDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of a task dialog control.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected TaskDialogControl()
```

## Visual Basic (Declaration)

```
Protected Sub New
```

## Visual C++

```
protected:  
TaskDialogControl()
```

## **See Also**

[TaskDialogControl Class](#)

[TaskDialogControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogControl Constructor (String)

[TaskDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of a task dialog control with the specified name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected TaskDialogControl(  
    string name  
)
```

## Visual Basic (Declaration)

```
Protected Sub New ( _  
    name As String _  
)
```

## Visual C++

```
protected:  
TaskDialogControl(  
    String^ name  
)
```

## Parameters

name

Type: System...:String

The name for this control.

## **See Also**

[TaskDialogControl Class](#)

[TaskDialogControl Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogControl Methods

[TaskDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogControl](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



ToString

Returns a String that represents the current Object.  
(Inherited from Object.)

## ▣ See Also

[TaskDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogControl Properties

[TaskDialogControl Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogControl](#) type exposes the following members.

# Properties

Name	Description
	<a href="#">Name</a> (Inherited from <a href="#">DialogControl</a> .)

## ▣ See Also

[TaskDialogControl Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogExpandedInformationLocation Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the options for expand/collapse sections in dialogs.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum TaskDialogExpandedInformationLocation
```

## Visual Basic (Declaration)

```
Public Enumeration TaskDialogExpandedInformationLocation
```

## Visual C++

```
public enum class TaskDialogExpandedInformationLocation
```

# Members

<b>Member name</b>	<b>Description</b>
Hide	Do not show the content.
ExpandContent	Show the content.
ExpandFooter	Expand the footer content.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogHyperlinkClickedEventArgs Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Event data associated with a HyperlinkClick event.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public class TaskDialogHyperlinkClickedEventArgs : EventArgs
```

## **Visual Basic (Declaration)**

```
Public Class TaskDialogHyperlinkClickedEventArgs _  
    Inherits EventArgs
```

## **Visual C++**

```
public ref class TaskDialogHyperlinkClickedEventArgs : public Event/
```

# **Inheritance Hierarchy**

System...:Object

System...:EventArgs

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogHyperlinkClickedE

## See Also

[TaskDialogHyperlinkClickedEventArgs Members](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogHyperlinkClickedEventArgs Members

[TaskDialogHyperlinkClickedEventArgs Class](#) [Constructors](#) [Methods](#)  
[Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogHyperlinkClickedEventArgs](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">TaskDialogHyperlinkClickedEventArgs</a>	Creates a new instance of this class with the specified link text.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
 <a href="#">LinkText</a>	The text of the hyperlink that was clicked.

## See Also

[TaskDialogHyperlinkClickedEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogHyperlinkClickedEventArgs Constructor

[TaskDialogHyperlinkClickedEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified link text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogHyperlinkClickedEventArgs(  
    string link  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    link As String _  
)
```

## Visual C++

```
public:  
TaskDialogHyperlinkClickedEventArgs(  
    String^ link  
)
```

## Parameters

link

Type: System...:String

The text of the hyperlink that was clicked.

## **See Also**

[TaskDialogHyperlinkClickedEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[TaskDialogHyperlinkClickedEventArgs](#) Methods

[TaskDialogHyperlinkClickedEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogHyperlinkClickedEventArgs](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[TaskDialogHyperlinkClickedEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogHyperlinkClickedEventArgs Properties

[TaskDialogHyperlinkClickedEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogHyperlinkClickedEventArgs](#) type exposes the following members.

# Properties

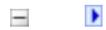
Name	Description
	<a href="#">LinkText</a> The text of the hyperlink that was clicked.

## ▣ See Also

[TaskDialogHyperlinkClickedEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogHyperlinkClickedEventArgs...:LinkText Property

[TaskDialogHyperlinkClickedEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The text of the hyperlink that was clicked.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string LinkText { get; set; }
```

## Visual Basic (Declaration)

```
Public Property LinkText As String
```

## Visual C++

```
public:  
property String^ LinkText {  
    String^ get ();  
    void set (String^ value);  
}
```

## See Also

[TaskDialogHyperlinkClickedEventArgs Class](#)  
[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogMarquee Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a marquee style progress bar.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogMarquee : TaskDialogBar
```

## Visual Basic (Declaration)

```
Public Class TaskDialogMarquee _  
    Inherits TaskDialogBar
```

## Visual C++

```
public ref class TaskDialogMarquee : public TaskDialogBar
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogBar](#)

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogMarquee

## See Also

[TaskDialogMarquee Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogMarquee Members

[TaskDialogMarquee Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogMarquee](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogMarquee</a>	Creates a new instance of this class.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[Reset](#)

Resets the state of the control to normal.

(Inherited from [TaskDialogBar](#).)



ToString

Returns a String that represents the current Object.

(Inherited from Object.)

# Properties

Name	Description
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">State</a>	Gets or sets the state of the progress bar. (Inherited from <a href="#">TaskDialogBar</a> .)

## See Also

[TaskDialogMarquee Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogMarquee Constructor

[TaskDialogMarquee Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public TaskDialogMarquee()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
TaskDialogMarquee()
```

## See Also

[TaskDialogMarquee Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogMarquee Methods

[TaskDialogMarquee Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogMarquee](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[Reset](#)

Resets the state of the control to normal.

(Inherited from [TaskDialogBar](#).)



ToString

Returns a String that represents the current Object.

(Inherited from Object.)

## See Also

[TaskDialogMarquee Class](#)

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TaskDialogMarquee Properties

[TaskDialogMarquee Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogMarquee](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">State</a>	Gets or sets the state of the progress bar. (Inherited from <a href="#">TaskDialogBar</a> .)

## See Also

[TaskDialogMarquee Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides a visual representation of the progress of a long running operation.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogProgressBar : TaskDialogBar
```

## Visual Basic (Declaration)

```
Public Class TaskDialogProgressBar _  
    Inherits TaskDialogBar
```

## Visual C++

```
public ref class TaskDialogProgressBar : public TaskDialogBar
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogBar](#)

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogProgressBar

## See Also

[TaskDialogProgressBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar Members

[TaskDialogProgressBar Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#)  
[Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogProgressBar](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
◆	<a href="#">TaskDialogProgressBar</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[Reset](#)

Resets the control to its minimum value.  
(Overrides [TaskDialogBar...::Reset\(\)](#).)



[ToString](#)

Returns a String that represents the current Object.  
(Inherited from Object.)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Maximum</a>	Gets or sets the maximum value for the control.
	<a href="#">Minimum</a>	Gets or sets the minimum value for the control.
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">State</a>	Gets or sets the state of the progress bar. (Inherited from <a href="#">TaskDialogBar</a> .)
	<a href="#">Value</a>	Gets or sets the current value for the control.

## ▣ See Also

[TaskDialogProgressBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar Constructor

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogProgressBar()</a>	Creates a new instance of this class.
	<a href="#">TaskDialogProgressBar(String)</a>	Creates a new instance of this class with the specified name.
	<a href="#">TaskDialogProgressBar(Int32, Int32, Int32)</a>	Creates a new instance of this class with the specified minimum, maximum and current values.

## **See Also**

[TaskDialogProgressBar Class](#)

[TaskDialogProgressBar Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar Constructor

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public TaskDialogProgressBar()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
TaskDialogProgressBar()
```

## See Also

[TaskDialogProgressBar Class](#)

[TaskDialogProgressBar Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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C#  Visual Basic

Visual C++

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Vista Bridge Library for Managed code development

TaskDialogProgressBar Constructor (String)

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public TaskDialogProgressBar(  
    string name  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String _  
)
```

## Visual C++

```
public:  
TaskDialogProgressBar(  
    String^ name  
)
```

## Parameters

name

Type: System...:String

The name of the control.

## See Also

[TaskDialogProgressBar Class](#)

[TaskDialogProgressBar Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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[C#](#) [Visual Basic](#)

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TaskDialogProgressBar Constructor (Int32, Int32, Int32)

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified minimum, maximum and current values.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public TaskDialogProgressBar(  
    int minimum,  
    int maximum,  
    int value  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    minimum As Integer, _  
    maximum As Integer, _  
    value As Integer _  
)
```

## Visual C++

```
public:  
TaskDialogProgressBar(  
    int minimum,  
    int maximum,  
    int value  
)
```

## Parameters

minimum

Type: System...:Int32

The minimum value for this control.

maximum

Type: System...:Int32

The maximum value for this control.

value

Type: System...:Int32  
The current value for this control.

## See Also

[TaskDialogProgressBar Class](#)

[TaskDialogProgressBar Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar Methods

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogProgressBar](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[Reset](#)

Resets the control to its minimum value.  
(Overrides [TaskDialogBar...::Reset\(\)](#)  
[Q.](#))



[ToString](#)

Returns a String that represents the current Object.  
(Inherited from Object.)

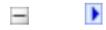
## ▣ See Also

[TaskDialogProgressBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

TaskDialogProgressBar...:Reset Method

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Resets the control to its minimum value.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
protected internal override void Reset()
```

## Visual Basic (Declaration)

```
Protected Friend Overrides Sub Reset
```

## Visual C++

```
protected public:  
virtual void Reset() override
```

## See Also

[TaskDialogProgressBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar Properties

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogProgressBar](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">Maximum</a>	Gets or sets the maximum value for the control.
	<a href="#">Minimum</a>	Gets or sets the minimum value for the control.
	<a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
	<a href="#">State</a>	Gets or sets the state of the progress bar. (Inherited from <a href="#">TaskDialogBar</a> .)
	<a href="#">Value</a>	Gets or sets the current value for the control.

## ▣ See Also

[TaskDialogProgressBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar...:Maximum Property

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the maximum value for the control.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int Maximum { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Maximum As Integer
```

## Visual C++

```
public:  
property int Maximum {  
    int get ();  
    void set (int value);  
}
```

## **See Also**

[TaskDialogProgressBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar...:Minimum Property

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the minimum value for the control.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int Minimum { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Minimum As Integer
```

## Visual C++

```
public:  
property int Minimum {  
    int get ();  
    void set (int value);  
}
```

## **See Also**

[TaskDialogProgressBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBar...: Value Property

[TaskDialogProgressBar Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the current value for the control.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int Value { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Value As Integer
```

## Visual C++

```
public:  
property int Value {  
    int get ();  
    void set (int value);  
}
```

## See Also

[TaskDialogProgressBar Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogProgressBarState Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Sets the state of a task dialog progress bar.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum TaskDialogProgressBarState
```

## Visual Basic (Declaration)

```
Public Enumeration TaskDialogProgressBarState
```

## Visual C++

```
public enum class TaskDialogProgressBarState
```

# Members

<b>Member name</b>	<b>Description</b>
Normal	Normal state.
Error	An error occurred.
Paused	The progress is paused.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogRadioButton Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Defines a radio button that can be hosted in by a [TaskDialog](#) object.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogRadioButton : TaskDialogButtonBase
```

## Visual Basic (Declaration)

```
Public Class TaskDialogRadioButton _  
    Inherits TaskDialogButtonBase
```

## Visual C++

```
public ref class TaskDialogRadioButton : public TaskDialogButtonBase
```

# **Inheritance Hierarchy**

System...:Object

[Microsoft.SDK.Samples.VistaBridge.Library...:DialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogControl](#)

[Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogButtonBase](#)

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogRadioButton

## See Also

[TaskDialogRadioButton Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogRadioButton Members

[TaskDialogRadioButton Class](#) [Constructors](#) [Methods](#) [Properties](#) [Events](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogRadioButton](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
◆	<a href="#">TaskDialogRadioButton</a>	Overloaded.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[ToString](#)

Returns the Text property value for this button.

(Inherited from

[TaskDialogButtonBase.](#))

# Properties

Name	Description
 <a href="#">Default</a>	Gets or sets a value that indicates whether this button is the default button. (Inherited from <a href="#">TaskDialogButtonBase</a> .)
 <a href="#">Enabled</a>	Gets or sets a value that determines whether the button is enabled. (Inherited from <a href="#">TaskDialogButtonBase</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	Gets or sets the button text. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

# Events

Name	Description
 <a href="#">Click</a>	Raised when the task dialog button is clicked. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

## ▣ See Also

[TaskDialogRadioButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogRadioButton Constructor

[TaskDialogRadioButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogRadioButton()</a>	Creates a new instance of this class.
	<a href="#">TaskDialogRadioButton(String, String)</a>	Creates a new instance of this class with the specified name and text.

## **See Also**

[TaskDialogRadioButton Class](#)

[TaskDialogRadioButton Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogRadioButton Constructor

[TaskDialogRadioButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public TaskDialogRadioButton()
```

## **Visual Basic (Declaration)**

```
Public Sub New
```

## **Visual C++**

```
public:  
TaskDialogRadioButton()
```

## See Also

[TaskDialogRadioButton Class](#)

[TaskDialogRadioButton Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

TaskDialogRadioButton Constructor (String, String)

[TaskDialogRadioButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class with the specified name and text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public TaskDialogRadioButton(  
    string name,  
    string text  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    name As String, _  
    text As String _  
)
```

## Visual C++

```
public:  
TaskDialogRadioButton(  
    String^ name,  
    String^ text  
)
```

## Parameters

name

Type: System...:String  
The name for this control.

text

Type: System...:String  
The value for this controls [Text](#) property.

## **See Also**

[TaskDialogRadioButton Class](#)

[TaskDialogRadioButton Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogRadioButton Methods

[TaskDialogRadioButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogRadioButton](#) type exposes the following members.

# Methods

Name	Description
 <a href="#">ApplyPropertyChange</a>	Calls the hosting dialog, if it exists, to indicate that a property has changed, and that the dialog should do whatever is necessary to propagate the change to the native control. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">CheckPropertyChangeAllowed</a>	Calls the hosting dialog, if it exists, to check whether the property can be set in the dialog's current state. The host should throw an exception if the change is not supported. Note that if the dialog isn't set yet, there are no restrictions on setting the property. (Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Equals</a>	Compares two objects to determine whether they are equal (Inherited from <a href="#">DialogControl</a> .)
 Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
 <a href="#">GetHashCode</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">DialogControl</a> .)
 GetType	Gets the Type of the current instance. (Inherited from Object.)
 MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)



[ToString](#)

Returns the Text property value for this button.

(Inherited from

[TaskDialogButtonBase.](#))

## See Also

[TaskDialogRadioButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogRadioButton Properties

[TaskDialogRadioButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogRadioButton](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Default</a>	Gets or sets a value that indicates whether this button is the default button. (Inherited from <a href="#">TaskDialogButtonBase</a> .)
 <a href="#">Enabled</a>	Gets or sets a value that determines whether the button is enabled. (Inherited from <a href="#">TaskDialogButtonBase</a> .)
 <a href="#">Name</a>	(Inherited from <a href="#">DialogControl</a> .)
 <a href="#">Text</a>	Gets or sets the button text. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

## ▣ See Also

[TaskDialogRadioButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogRadioButton Events

[TaskDialogRadioButton Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogRadioButton](#) type exposes the following members.

# Events

Name	Description
 <a href="#">Click</a>	Raised when the task dialog button is clicked. (Inherited from <a href="#">TaskDialogButtonBase</a> .)

## See Also

[TaskDialogRadioButton Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Vista Bridge Library for Managed code development

TaskDialogResult Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Indicates the various buttons and options clicked by the user on the task dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogResult
```

## Visual Basic (Declaration)

```
Public Class TaskDialogResult
```

## Visual C++

```
public ref class TaskDialogResult
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogResult

## **See Also**

[TaskDialogResult Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogResult Members

[TaskDialogResult Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogResult](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
💡	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
💡	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
💡	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
💡	<a href="#">ToString</a>	Returns a string representation of this object. (Overrides Object...:ToString())

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CheckBoxChecked</u></a>	Indicates whether the checkbox was checked or unchecked when the dialog was closed by the user.
	<a href="#"><u>CustomButtonClicked</u></a>	Indicates which named custom button was selected by the user. It will be null if user cancelled the dialog or selected a standard button.
	<a href="#"><u>RadioButtonClicked</u></a>	Indicates which radio button was selected when the user closed the dialog. It will be null if the user cancelled the dialog.
	<a href="#"><u>StandardButtonClicked</u></a>	Indicates which standard button was selected by the user, if they selected a custom button.

## ▣ See Also

[TaskDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogResult Methods

[TaskDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogResult](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
💡	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
💡	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
💡	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
💡	<a href="#">ToString</a>	Returns a string representation of this object. (Overrides Object...:ToString())

## ▣ See Also

[TaskDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogResult....ToString Method

[TaskDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns a string representation of this object.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override string ToString()
```

## Visual Basic (Declaration)

```
Public Overrides Function ToString As String
```

## Visual C++

```
public:  
virtual String^ ToString() override
```

## Return Value

A String.

## **See Also**

[TaskDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogResult Properties

[TaskDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogResult](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CheckBoxChecked</u></a>	Indicates whether the checkbox was checked or unchecked when the dialog was closed by the user.
	<a href="#"><u>CustomButtonClicked</u></a>	Indicates which named custom button was selected by the user. It will be null if user cancelled the dialog or selected a standard button.
	<a href="#"><u>RadioButtonClicked</u></a>	Indicates which radio button was selected when the user closed the dialog. It will be null if the user cancelled the dialog.
	<a href="#"><u>StandardButtonClicked</u></a>	Indicates which standard button was selected by the user, if they selected a custom button.

## See Also

[TaskDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogResult...:CheckBoxChecked Property

[TaskDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Indicates whether the checkbox was checked or unchecked when the dialog was closed by the user.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public bool CheckBoxChecked { get; }
```

## **Visual Basic (Declaration)**

```
Public ReadOnly Property CheckBoxChecked As Boolean
```

## **Visual C++**

```
public:  
property bool CheckBoxChecked {  
    bool get ();  
}
```

## See Also

[TaskDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogResult...:CustomButtonClicked Property

[TaskDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Indicates which named custom button was selected by the user. It will be null if user cancelled the dialog or selected a standard button.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public string CustomButtonClicked { get; }
```

## **Visual Basic (Declaration)**

```
Public ReadOnly Property CustomButtonClicked As String
```

## **Visual C++**

```
public:  
property String^ CustomButtonClicked {  
    String^ get ();  
}
```

## **See Also**

[TaskDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogResult...:RadioButtonClicked Property

[TaskDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Indicates which radio button was selected when the user closed the dialog. It will be null if the user cancelled the dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public string RadioButtonClicked { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property RadioButtonClicked As String
```

## Visual C++

```
public:  
property String^ RadioButtonClicked {  
    String^ get ();  
}
```

## See Also

[TaskDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogResult...:StandardButtonClicked Property

[TaskDialogResult Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Indicates which standard button was selected by the user, if they selected a custom button.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public TaskDialogStandardButton StandardButtonClicked { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property StandardButtonClicked As TaskDialogStandardButton
```

## Visual C++

```
public:  
property TaskDialogStandardButton StandardButtonClicked {  
    TaskDialogStandardButton get ();  
}
```

## **Remarks**

TaskDialogStandardButton.None will be returned if some other option was selected, or the dialog was cancelled.

## See Also

[TaskDialogResult Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogStandardButton Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Identifies one of the standard buttons that can be displayed via TaskDialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
[FlagsAttribute]  
public enum TaskDialogStandardButton
```

## Visual Basic (Declaration)

```
<FlagsAttribute> _  
Public Enumeration TaskDialogStandardButton
```

## Visual C++

```
[FlagsAttribute]  
public enum class TaskDialogStandardButton
```

# Members

Member name	Description
-------------	-------------

None	
------	--

Ok	
----	--

Yes	
-----	--

No	
----	--

Cancel	
--------	--

Retry	
-------	--

Close	
-------	--

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogStandardButtons Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides standard combinations of standard buttons in the TaskDialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum TaskDialogStandardButtons
```

## Visual Basic (Declaration)

```
Public Enumeration TaskDialogStandardButtons
```

## Visual C++

```
public enum class TaskDialogStandardButtons
```

# Members

<b>Member name</b>	<b>Description</b>
None	No buttons.
Cancel	A button labeled "Cancel".
OkCancel	Two buttons labeled "Ok" and "Cancel".
Yes	A button labeled "Yes".
YesNo	Two buttons labeled "Yes" and "No".
YesNoCancel	Three buttons labeled "Yes", "No", and "Cancel".
RetryCancel	Two buttons labeled "Retry" and "Cancel".
Close	A single button labeled "Close".

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogStandardIcon Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the icon displayed in a task dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum TaskDialogStandardIcon
```

## Visual Basic (Declaration)

```
Public Enumeration TaskDialogStandardIcon
```

## Visual C++

```
public enum class TaskDialogStandardIcon
```

# Members

<b>Member name</b>	<b>Description</b>
Warning	Displays the warning icon.
Error	Displays the error icon.
Information	Displays the Information icon.
Shield	Displays the User Account Control shield.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogStartupLocation Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the initial display location for a task dialog.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum TaskDialogStartupLocation
```

## Visual Basic (Declaration)

```
Public Enumeration TaskDialogStartupLocation
```

## Visual C++

```
public enum class TaskDialogStartupLocation
```

# Members

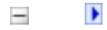
<b>Member name</b>	<b>Description</b>
CenterScreen	Place the window in the center of the screen.
CenterOwner	Center the window based on the window that launched the dialog.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogTickEventArgs Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The event data for the [Tick](#) event.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class TaskDialogTickEventArgs : EventArgs
```

## Visual Basic (Declaration)

```
Public Class TaskDialogTickEventArgs _  
    Inherits EventArgs
```

## Visual C++

```
public ref class TaskDialogTickEventArgs : public EventArgs
```

# **Inheritance Hierarchy**

System...:Object

System...:EventArgs

Microsoft.SDK.Samples.VistaBridge.Library...:TaskDialogTickEventArgs

## See Also

[TaskDialogTickEventArgs Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogTickEventArgs Members

[TaskDialogTickEventArgs Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#)  
[Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogTickEventArgs](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">TaskDialogTickEventArgs</a>	The data associated with the <a href="#">Tick</a> event.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

Name	Description
 <a href="#">Ticks</a>	Gets the current number of ticks.

## ▣ See Also

[TaskDialogTickEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogTickEventArgs Constructor

[TaskDialogTickEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The data associated with the [Tick](#) event.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public TaskDialogTickEventArgs(  
    int totalTicks  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    totalTicks As Integer _  
)
```

## Visual C++

```
public:  
TaskDialogTickEventArgs(  
    int totalTicks  
)
```

## Parameters

totalTicks

Type: System...:Int32

The total number of ticks since the control was activated.

## See Also

[TaskDialogTickEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogTickEventArgs Methods

[TaskDialogTickEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogTickEventArgs](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## ▣ See Also

[TaskDialogTickEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogTickEventArgs Properties

[TaskDialogTickEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [TaskDialogTickEventArgs](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Ticks</a>	Gets the current number of ticks.

## ▣ See Also

[TaskDialogTickEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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TaskDialogTickEventArgs...:Ticks Property

[TaskDialogTickEventArgs Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the current number of ticks.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int Ticks { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Ticks As Integer
```

## Visual C++

```
public:  
property int Ticks {  
    int get ();  
}
```

## See Also

[TaskDialogTickEventArgs Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library Namespace](#)

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Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace

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**[This is preliminary documentation and is subject to change.]**

Supports registering for application recovery and automatic application restart.

# Classes

	<b>Class</b>	<b>Description</b>
	<a href="#"><u>ArrManager</u></a>	Provides access to the Application Restart and Recovery features available in Windows Vista. An example class that is used by the ARR Demo to return application specific information to the recovery callback method. Applications should modify this class to fit their recovery data requirements.
	<a href="#"><u>RecoveryData</u></a>	Specifies options for an application that attempts to perform final actions after a fatal event such as an unhandled exception.
	<a href="#"><u>RecoverySettings</u></a>	Specifies options for an application to be automatically restarted by Windows Error Reporting.
	<a href="#"><u>RestartSettings</u></a>	

# Delegates

Delegate	Description
 <a href="#">RecoveryCallback</a>	The Delegate that represents the callback method invoked by the system when an application has registered for application recovery.

# Enumerations

Enumeration	Description
 <a href="#">RestartRestrictions</a>	Specifies the conditions when Windows Error Reporting should not restart an application that has registered for automatic restart.

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ArrManager Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides access to the Application Restart and Recovery features available in Windows Vista.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static class ArrManager
```

## Visual Basic (Declaration)

```
Public NotInheritable Class ArrManager
```

## Visual C++

```
public ref class ArrManager abstract sealed
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:ArrManag

## See Also

[ArrManager Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager Members

[ArrManager Class](#) [Methods](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [ArrManager](#) type exposes the following members.

# Methods

	Name	Description
◆S	<a href="#">ApplicationRecoveryFinished</a>	Called by an application's <a href="#">RecoveryCallback</a> method to indicate that the recovery work is complete.
◆S	<a href="#">ApplicationRecoveryInProgress</a>	Called by an application's <a href="#">RecoveryCallback</a> method to indicate that it is still performing recovery work.
◆S	<a href="#">ApplicationRecoverySettings</a>	Returns the current settings for application recovery.
◆S	<a href="#">ApplicationRestartSettings</a>	Returns the current settings for application restart.
◆S	<a href="#">RegisterForApplicationRecovery</a>	Registers an application for recovery.
◆S	<a href="#">RegisterForApplicationRestart</a>	Registers an application for automatic restart if the application is terminated by Windows Error Reporting.
◆S	<a href="#">UnregisterApplicationRecovery</a>	Removes an application's recovery registration.
◆S	<a href="#">UnregisterApplicationRestart</a>	Removes an application's restart registration.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager Methods

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**[This is preliminary documentation and is subject to change.]**

The [ArrManager](#) type exposes the following members.

# Methods

	Name	Description
◆S	<a href="#">ApplicationRecoveryFinished</a>	Called by an application's <a href="#">RecoveryCallback</a> method to indicate that the recovery work is complete.
◆S	<a href="#">ApplicationRecoveryInProgress</a>	Called by an application's <a href="#">RecoveryCallback</a> method to indicate that it is still performing recovery work.
◆S	<a href="#">ApplicationRecoverySettings</a>	Returns the current settings for application recovery.
◆S	<a href="#">ApplicationRestartSettings</a>	Returns the current settings for application restart.
◆S	<a href="#">RegisterForApplicationRecovery</a>	Registers an application for recovery.
◆S	<a href="#">RegisterForApplicationRestart</a>	Registers an application for automatic restart if the application is terminated by Windows Error Reporting.
◆S	<a href="#">UnregisterApplicationRecovery</a>	Removes an application's recovery registration.
◆S	<a href="#">UnregisterApplicationRestart</a>	Removes an application's restart registration.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager...:ApplicationRecoveryFinished Method

[ArrManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called by an application's [RecoveryCallback](#) method to indicate that the recovery work is complete.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static void ApplicationRecoveryFinished(  
    bool success  
)
```

## Visual Basic (Declaration)

```
Public Shared Sub ApplicationRecoveryFinished ( _  
    success As Boolean _  
)
```

## Visual C++

```
public:  
static void ApplicationRecoveryFinished(  
    bool success  
)
```

## Parameters

success

Type: System...:Boolean

Specifies whether the program was able to complete its recovery work before terminating.

## **Remarks**

This should be the last call made by the [RecoveryCallback](#) method because Windows Error Reporting will terminate the application after this method is invoked.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager...:ApplicationRecoveryInProgress Method

[ArrManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Called by an application's [RecoveryCallback](#) method to indicate that it is still performing recovery work.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public static bool ApplicationRecoveryInProgress()
```

## **Visual Basic (Declaration)**

```
Public Shared Function ApplicationRecoveryInProgress As Boolean
```

## **Visual C++**

```
public:  
static bool ApplicationRecoveryInProgress()
```

## **Return Value**

A Boolean value indicating whether the user canceled the recovery.

# Exceptions

Exception	Condition
System...:InvalidOperationException	This method must be called from a registered callback method.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager...:ApplicationRecoverySettings Method

[ArrManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns the current settings for application recovery.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static RecoverySettings ApplicationRecoverySettings(  
    IntPtr processHandle  
)
```

## Visual Basic (Declaration)

```
Public Shared Function ApplicationRecoverySettings ( _  
    processHandle As IntPtr _  
) As RecoverySettings
```

## Visual C++

```
public:  
static RecoverySettings^ ApplicationRecoverySettings(  
    IntPtr processHandle  
)
```

## Parameters

processHandle  
Type: System.IntPtr  
A handle to the application's process.

## Return Value

A [RecoverySettings](#) object that specifies the callback method, an optional parameter to pass to the callback method and the time interval within which the callback method calls the [ApplicationRecoveryInProgress\(\)](#) method to indicate that it is still performing recovery work.

# Exceptions

Exception	Condition
System...:ArgumentException	Cannot get the settings due to an invalid parameter.
System...:InvalidOperationException	The application is not registered for recovery.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager...:ApplicationRestartSettings Method

[ArrManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns the current settings for application restart.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static RestartSettings ApplicationRestartSettings(  
    IntPtr processHandle  
)
```

## Visual Basic (Declaration)

```
Public Shared Function ApplicationRestartSettings ( _  
    processHandle As IntPtr _  
) As RestartSettings
```

## Visual C++

```
public:  
static RestartSettings^ ApplicationRestartSettings(  
    IntPtr processHandle  
)
```

## Parameters

**processHandle**  
Type: System.IntPtr  
A handle to the application's process.

## Return Value

An [RestartSettings](#) object that specifies the commandline arguments used to restart the application, and the conditions when the application should not be restarted.

# Exceptions

Exception	Condition
System...:ArgumentException	Cannot get the settings due to an invalid parameter.
System...:InvalidOperationException	The application is not registered for restart.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager...:RegisterForApplicationRecovery Method

[ArrManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Registers an application for recovery.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static void RegisterForApplicationRecovery(  
    RecoverySettings settings  
)
```

## Visual Basic (Declaration)

```
Public Shared Sub RegisterForApplicationRecovery ( _  
    settings As RecoverySettings _  
)
```

## Visual C++

```
public:  
static void RegisterForApplicationRecovery(  
    RecoverySettings^ settings  
)
```

## Parameters

settings

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:Recov](#)

An object that specifies the callback method, an optional parameter to pass to the callback method and a time interval (see remarks).

## **Remarks**

The time interval indicates the time within which the recovery callback method calls the [ApplicationRecoveryInProgress\(\)](#) method to indicate that it is still performing recovery work.

# Exceptions

Exception	Condition
System...:ArgumentException	The registration failed due to an invalid parameter.
System.ComponentModel...:Win32Exception	The registration failed.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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Vista Bridge Library for Managed code development

ArrManager...:RegisterForApplicationRestart Method

[ArrManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Registers an application for automatic restart if the application is terminated by Windows Error Reporting.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public static void RegisterForApplicationRestart(  
    RestartSettings settings  
)
```

## Visual Basic (Declaration)

```
Public Shared Sub RegisterForApplicationRestart ( _  
    settings As RestartSettings _  
)
```

## Visual C++

```
public:  
static void RegisterForApplicationRestart(  
    RestartSettings^ settings  
)
```

## Parameters

settings

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:Restar](#)

An object that specifies the commandline arguments used to restart the application, and the conditions when the application should not be restarted.

## **Remarks**

A registered application will not be restarted if it executed for less than 60 seconds before terminating.

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:ArgumentException	Registration failed due to an invalid parameter.
System...:InvalidOperationException	The attempt to register failed.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager...:UnregisterApplicationRecovery Method

[ArrManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Removes an application's recovery registration.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static void UnregisterApplicationRecovery()
```

## **Visual Basic (Declaration)**

```
Public Shared Sub UnregisterApplicationRecovery
```

## **Visual C++**

```
public:  
static void UnregisterApplicationRecovery()
```

# Exceptions

<b>Exception</b>	<b>Condition</b>
System.ComponentModel...:Win32Exception	The attempt to unregister for recovery failed.

## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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ArrManager...:UnregisterApplicationRestart Method

[ArrManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Removes an application's restart registration.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static void UnregisterApplicationRestart()
```

## Visual Basic (Declaration)

```
Public Shared Sub UnregisterApplicationRestart
```

## Visual C++

```
public:  
static void UnregisterApplicationRestart()
```

# Exceptions

Exception	Condition
System.ComponentModel...:Win32Exception	The attempt to unregister for restart failed.

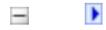
## See Also

[ArrManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoveryCallback Delegate

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The Delegate that represents the callback method invoked by the system when an application has registered for application recovery.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public delegate int RecoveryCallback(  
    RecoveryData parameter  
)
```

## Visual Basic (Declaration)

```
Public Delegate Function RecoveryCallback ( _  
    parameter As RecoveryData _  
) As Integer
```

## Visual C++

```
public delegate int RecoveryCallback(  
    RecoveryData^ parameter  
)
```

## Parameters

parameter

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:Recov](#)

An application defined object that is passed to the callback method.

## **Remarks**

The callback method will be invoked prior to the application being terminated by Windows Error Reporting (WER). To keep WER from terminating the application before the callback method completes, the callback method must periodically call the [ApplicationRecoveryInProgress\(\)](#) method.

## See Also

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace ArrManager...:RegisterForApplicationRecovery\(RecoverySettings\)](#)

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RecoveryData Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

An example class that is used by the ARR Demo to return application specific information to the recovery callback method. Applications should modify this class to fit their recovery data requirements.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class RecoveryData
```

## Visual Basic (Declaration)

```
Public Class RecoveryData
```

## Visual C++

```
public ref class RecoveryData
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:RecoveryI

## See Also

[RecoveryData Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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- C#  Visual Basic
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RecoveryData Members

[RecoveryData Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RecoveryData](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">RecoveryData</a>	Creates a new instance of this class.

# Methods

	<b>Name</b>	<b>Description</b>
💡	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
💡	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
💡	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
💡	<a href="#">ToString</a>	Returns a string representation for this object. (Overrides Object...:ToString())

# Properties

Name	Description
 <a href="#">CurrentUser</a>	Gets the current user specified when the object was created.

## See Also

[RecoveryData Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoveryData Constructor

[RecoveryData Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public RecoveryData(  
    string who  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    who As String _  
)
```

## Visual C++

```
public:  
RecoveryData(  
    String^ who  
)
```

## Parameters

who

Type: System...:String

Identifies the user session that is to be recovered.

## See Also

[RecoveryData Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoveryData Methods

[RecoveryData Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RecoveryData](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
💡	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
💡	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
💡	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
💡	<a href="#">ToString</a>	Returns a string representation for this object. (Overrides Object...:ToString())

## See Also

[RecoveryData Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoveryData...::ToString Method

[RecoveryData Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns a string representation for this object.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override string ToString()
```

## Visual Basic (Declaration)

```
Public Overrides Function ToString As String
```

## Visual C++

```
public:  
virtual String^ ToString() override
```

## Return Value

A String representing the current state of this object.

## See Also

[RecoveryData Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoveryData Properties

[RecoveryData Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RecoveryData](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">CurrentUser</a>	Gets the current user specified when the object was created.

## See Also

[RecoveryData Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoveryData...:CurrentUser Property

[RecoveryData Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the current user specified when the object was created.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string CurrentUser { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property CurrentUser As String
```

## Visual C++

```
public:  
property String^ CurrentUser {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[RecoveryData Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoverySettings Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies options for an application that attempts to perform final actions after a fatal event such as an unhandled exception.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public class RecoverySettings
```

## Visual Basic (Declaration)

```
Public Class RecoverySettings
```

## Visual C++

```
public ref class RecoverySettings
```

## **Remarks**

This class is used to register for application recovery. See the [ArrManager](#) class.

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:Recovery...

## See Also

[RecoverySettings Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoverySettings Members

[RecoverySettings Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RecoverySettings](#) type exposes the following members.

# Constructors

	<b>Name</b>	<b>Description</b>
	<a href="#">RecoverySettings</a>	Creates a new instance of this class.

# Methods

	<b>Name</b>	<b>Description</b>
💡	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
💡	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
💡	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
💡	<a href="#">ToString</a>	Returns a string representation of the current state of this object. (Overrides Object...:ToString()().)

# Properties

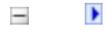
Name	Description
 <a href="#">ParameterValue</a>	Gets an optional argument for the <a href="#">RecoveryCallback</a> method.
 <a href="#">PingInterval</a>	Gets the time interval within which the <a href="#">RecoveryCallback</a> method must invoke <a href="#">ApplicationRecoveryInProgress()</a> to prevent WER from terminating the application.
 <a href="#">RecoveryCallback</a>	Gets the callback method that will be invoked by the system before Windows Error Reporting (WER) terminates the application.

## See Also

[RecoverySettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoverySettings Constructor

[RecoverySettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of this class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public RecoverySettings(  
    RecoveryCallback callbackDelegate,  
    RecoveryData theParameter,  
    uint thePingInterval  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    callbackDelegate As RecoveryCallback, _  
    theParameter As RecoveryData, _  
    thePingInterval As UInteger _  
)
```

## Visual C++

```
public:  
RecoverySettings(  
    RecoveryCallback^ callbackDelegate,  
    RecoveryData^ theParameter,  
    unsigned int thePingInterval  
)
```

## Parameters

callbackDelegate

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:Recov](#)

The callback method that will be invoked by the system before Windows Error Reporting (WER) terminates the application.

theParameter

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:Recov](#)

An optional argument for the callback method.

thePingInterval

Type: System...:UInt32

The time interval within which the callback method must invoke

[ApplicationRecoveryInProgress\(\)](#) to prevent WER from terminating the application.

## See Also

[RecoverySettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...::ArrManage](#)

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RecoverySettings Methods

[RecoverySettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RecoverySettings](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	<a href="#">ToString</a>	Returns a string representation of the current state of this object. (Overrides Object...:ToString()().)

## See Also

[RecoverySettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoverySettings...::ToString Method

[RecoverySettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns a string representation of the current state of this object.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override string ToString()
```

## Visual Basic (Declaration)

```
Public Overrides Function ToString As String
```

## Visual C++

```
public:  
virtual String^ ToString() override
```

## Return Value

A String object.

## **See Also**

[RecoverySettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoverySettings Properties

[RecoverySettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RecoverySettings](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">ParameterValue</a>	Gets an optional argument for the <a href="#">RecoveryCallback</a> method.
 <a href="#">PingInterval</a>	Gets the time interval within which the <a href="#">RecoveryCallback</a> method must invoke <a href="#">ApplicationRecoveryInProgress()</a> to prevent WER from terminating the application.
 <a href="#">RecoveryCallback</a>	Gets the callback method that will be invoked by the system before Windows Error Reporting (WER) terminates the application.

## See Also

[RecoverySettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoverySettings...::ParameterValue Property

[RecoverySettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets an optional argument for the [RecoveryCallback](#) method.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public RecoveryData ParameterValue { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property ParameterValue As RecoveryData
```

## Visual C++

```
public:  
property RecoveryData^ ParameterValue {  
    RecoveryData^ get ();  
}
```

## Field Value

A [RecoveryData](#) object.

## **See Also**

[RecoverySettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoverySettings...:PingInterval Property

[RecoverySettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the time interval within which the [RecoveryCallback](#) method must invoke [ApplicationRecoveryInProgress\(\)](#) to prevent WER from terminating the application.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public uint PingInterval { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property PingInterval As UInteger
```

## Visual C++

```
public:  
property unsigned int PingInterval {  
    unsigned int get ();  
}
```

## **Remarks**

The recovery ping interval is in milliseconds. By default, the interval is 5 seconds. If you specify zero, the default interval is used.

## See Also

[RecoverySettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RecoverySettings...:RecoveryCallback Property

[RecoverySettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the callback method that will be invoked by the system before Windows Error Reporting (WER) terminates the application.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public RecoveryCallback RecoveryCallback { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property RecoveryCallback As RecoveryCallback
```

## Visual C++

```
public:  
property RecoveryCallback^ RecoveryCallback {  
    RecoveryCallback^ get ();  
}
```

## Field Value

A [RecoveryCallback](#) delegate.

## See Also

[RecoverySettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...::ArrManage](#)

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RestartRestrictions Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the conditions when Windows Error Reporting should not restart an application that has registered for automatic restart.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
[FlagsAttribute]  
public enum RestartRestrictions
```

## Visual Basic (Declaration)

```
<FlagsAttribute> _  
Public Enumeration RestartRestrictions
```

## Visual C++

```
[FlagsAttribute]  
public enum class RestartRestrictions
```

# Members

<b>Member name</b>	<b>Description</b>
None	Always restart the application.
NotOnCrash	Do not restart when the application has crashed.
NotOnHang	Do not restart when the application is hung.
NotOnPatch	Do not restart when the application is terminated due to a system update.
NotOnReboot	Do not restart when the application is terminated because of a system reboot.

## See Also

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RestartSettings Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies options for an application to be automatically restarted by Windows Error Reporting.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public class RestartSettings
```

## Visual Basic (Declaration)

```
Public Class RestartSettings
```

## Visual C++

```
public ref class RestartSettings
```

## **Remarks**

Regardless of these settings, the application will not be restarted if it executed for less than 60 seconds before terminating.

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:RestartSet

## **See Also**

[RestartSettings Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RestartSettings Members

[RestartSettings Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RestartSettings](#) type exposes the following members.

# Constructors

Name	Description
 <a href="#">RestartSettings</a>	Creates a new instance of the RestartSettings class.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	<a href="#">ToString</a>	Provide a representation of the current state of this object. (Overrides Object...:ToString()().)

# Properties

Name	Description
 <a href="#">Command</a>	Gets the commandline arguments used to restart the application.
 <a href="#">Restrictions</a>	Gets the set of conditions when the application should not be restarted.

## See Also

[RestartSettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RestartSettings Constructor

[RestartSettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new instance of the RestartSettings class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public RestartSettings(  
    string commandLine,  
    RestartRestrictions restrict  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    commandLine As String, _  
    restrict As RestartRestrictions _  
)
```

## Visual C++

```
public:  
RestartSettings(  
    String^ commandLine,  
    RestartRestrictions restrict  
)
```

## Parameters

commandLine

Type: System...:String

The commandline arguments used to restart the application.

restrict

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart...:Restar](#)

One or more RestartRestrictions values that specify the conditions when the application should not be restarted.

## See Also

[RestartSettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RestartSettings Methods

[RestartSettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RestartSettings](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	<a href="#">ToString</a>	Provide a representation of the current state of this object. (Overrides Object...:ToString()().)

## See Also

[RestartSettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RestartSettings...:ToString Method

[RestartSettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provide a representation of the current state of this object.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override string ToString()
```

## Visual Basic (Declaration)

```
Public Overrides Function ToString As String
```

## Visual C++

```
public:  
virtual String^ ToString() override
```

## Return Value

A String that displays the commandline arguments and restrictions for restarting the application.

## See Also

[RestartSettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RestartSettings Properties

[RestartSettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [RestartSettings](#) type exposes the following members.

# Properties

Name	Description
 <a href="#">Command</a>	Gets the commandline arguments used to restart the application.
 <a href="#">Restrictions</a>	Gets the set of conditions when the application should not be restarted.

## See Also

[RestartSettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RestartSettings...:Command Property

[RestartSettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the commandline arguments used to restart the application.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Command { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Command As String
```

## Visual C++

```
public:  
property String^ Command {  
    String^ get ();  
}
```

## Field Value

A String object.

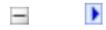
## See Also

[RestartSettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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RestartSettings...:Restrictions Property

[RestartSettings Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the set of conditions when the application should not be restarted.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public RestartRestrictions Restrictions { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Restrictions As RestartRestrictions
```

## Visual C++

```
public:  
property RestartRestrictions Restrictions {  
    RestartRestrictions get ();  
}
```

## Field Value

A set of [RestartRestrictions](#) values.

## See Also

[RestartSettings Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.AppRecoveryRestart Namespace](#)

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Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace

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**[This is preliminary documentation and is subject to change.]**

Provides access to information about well-known folders on this computer. Not all well-known folders exist on all systems.

# Classes

	<b>Class</b>	<b>Description</b>
	<a href="#">KnownFolder</a>	Provides access to information about a known folder.
	<a href="#">KnownFolders</a>	Provides access to the metadata for known folders. This class contains properties to get the path of standard known folders.

# Enumerations

	<b>Enumeration</b>	<b>Description</b>
	<a href="#">DefinitionOptions</a>	Specifies behaviors for known folders.
	<a href="#">FolderCategory</a>	Specifies the categories for known folders.
	<a href="#">RedirectionCapabilities</a>	Specifies the redirection capabilities for known folders.

---

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DefinitionOptions Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies behaviors for known folders.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
[FlagsAttribute]  
public enum DefinitionOptions
```

## Visual Basic (Declaration)

```
<FlagsAttribute> _  
Public Enumeration DefinitionOptions
```

## Visual C++

```
[FlagsAttribute]  
public enum class DefinitionOptions
```

# Members

<b>Member name</b>	<b>Description</b>
None	No behaviors are defined.
LocalRedirectOnly	Prevents a per-user known folder from being redirected to a network location.
Roamable	The known folder can be roamed through PC-to-PC synchronization.
Precreate	Creates the known folder when the user first logs on.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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FolderCategory Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the categories for known folders.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum FolderCategory
```

## Visual Basic (Declaration)

```
Public Enumeration FolderCategory
```

## Visual C++

```
public enum class FolderCategory
```

# Members

<b>Member name</b>	<b>Description</b>
None	The folder category is not specified.
Virtual	The folder is a virtual folder. Virtual folders are not part of the file system. For example, Control Panel and Printers are virtual folders. A number of properties such as folder path and redirection do not apply to this category.
Fixed	The folder is fixed. Fixed file system folders are not managed by the Shell and are usually given a permanent path when the system is installed. For example, the Windows and Program Files folders are fixed folders. A number of properties such as redirection do not apply to this category.
Common	The folder is a common folder. Common folders are used for sharing data and settings accessible by all users of a system. For example, all users share a common Documents folder as well as their per-user Documents folder.
PerUser	Each user has their own copy of the folder. Per-user folders are those stored under each user's profile and accessible only by that user.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides access to information about a known folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class KnownFolder
```

## Visual Basic (Declaration)

```
Public Class KnownFolder
```

## Visual C++

```
public ref class KnownFolder
```

## **Remarks**

Obtain instances of this class by calling the [GetKnownFolder\(String, Boolean\)](#) method.

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders...:KnownFolder

## See Also

[KnownFolder Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder Members

[KnownFolder Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [KnownFolder](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>CanonicalName</u></a>	Gets this known folder's canonical name.
	<a href="#"><u>Category</u></a>	Gets the category designation for this known folder.
	<a href="#"><u>DefinitionOptions</u></a>	Gets an value that describes this known folder's behaviors.
	<a href="#"><u>Description</u></a>	Gets this known folder's description.
	<a href="#"><u>FileAttributes</u></a>	Gets this known folder's file attributes, such as "read-only".
	<a href="#"><u>FolderId</u></a>	Gets the unique identifier for this known folder.
	<a href="#"><u>FolderType</u></a>	Gets a string representation of this known folder's type.
	<a href="#"><u>FolderTypeId</u></a>	Gets the unique identifier for this known folder's type.
	<a href="#"><u>Icon</u></a>	Gets the icon that is associated with this known folder.
	<a href="#"><u>IconResourceId</u></a>	Gets the resource identifier for this known folder's icon.
	<a href="#"><u>LocalizedName</u></a>	Gets this known folder's localized name.
	<a href="#"><u>LocalizedNameResourceId</u></a>	Gets the resource identifier for this known folder's localized name.
	<a href="#"><u>Name</u></a>	Gets the friendly name of this known folder.
	<a href="#"><u>Parent</u></a>	Gets the name of this known folder's parent folder.
	<a href="#"><u>ParentId</u></a>	Gets the unique identifier for this known folder's parent folder.
	<a href="#"><u>ParsingName</u></a>	Gets this known folder's parsing name.
	<a href="#"><u>Path</u></a>	Gets the path for this known folder.
	<a href="#"><u>PathExists</u></a>	Gets a value that indicates whether this known folder's path exists on the computer.



[Redirection](#)

Gets a value that states whether this known folder can have its path set to a new value, including any restrictions on the redirection.



[RelativePath](#)

Gets this known folder's relative path.



[Security](#)

Gets this known folder's security attributes.



[Tooltip](#)

Gets this known folder's tool tip text.



[TooltipResourceId](#)

Gets the resource identifier for this known folder's tool tip text.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder Methods

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [KnownFolder](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder Properties

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [KnownFolder](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">CanonicalName</a>	Gets this known folder's canonical name.
	<a href="#">Category</a>	Gets the category designation for this known folder.
	<a href="#">DefinitionOptions</a>	Gets an value that describes this known folder's behaviors.
	<a href="#">Description</a>	Gets this known folder's description.
	<a href="#">FileAttributes</a>	Gets this known folder's file attributes, such as "read-only".
	<a href="#">FolderId</a>	Gets the unique identifier for this known folder.
	<a href="#">FolderType</a>	Gets a string representation of this known folder's type.
	<a href="#">FolderTypeId</a>	Gets the unique identifier for this known folder's type.
	<a href="#">Icon</a>	Gets the icon that is associated with this known folder.
	<a href="#">IconResourceId</a>	Gets the resource identifier for this known folder's icon.
	<a href="#">LocalizedName</a>	Gets this known folder's localized name.
	<a href="#">LocalizedNameResourceId</a>	Gets the resource identifier for this known folder's localized name.
	<a href="#">Name</a>	Gets the friendly name of this known folder.
	<a href="#">Parent</a>	Gets the name of this known folder's parent folder.
	<a href="#">ParentId</a>	Gets the unique identifier for this known folder's parent folder.
	<a href="#">ParsingName</a>	Gets this known folder's parsing name.
	<a href="#">Path</a>	Gets the path for this known folder.
	<a href="#">PathExists</a>	Gets a value that indicates whether this known folder's path exists on the computer.



[Redirection](#)

Gets a value that states whether this known folder can have its path set to a new value, including any restrictions on the redirection.



[RelativePath](#)

Gets this known folder's relative path.



[Security](#)

Gets this known folder's security attributes.



[Tooltip](#)

Gets this known folder's tool tip text.



[TooltipResourceId](#)

Gets the resource identifier for this known folder's tool tip text.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:CanonicalName Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets this known folder's canonical name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string CanonicalName { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property CanonicalName As String
```

## Visual C++

```
public:  
property String^ CanonicalName {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:Category Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the category designation for this known folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public FolderCategory Category { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Category As FolderCategory
```

## Visual C++

```
public:  
property FolderCategory Category {  
    FolderCategory get ();  
}
```

## Field Value

A [FolderCategory](#) value.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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[C#](#) [Visual Basic](#)

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KnownFolder...:DefinitionOptions Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets an value that describes this known folder's behaviors.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public DefinitionOptions DefinitionOptions { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property DefinitionOptions As DefinitionOptions
```

## Visual C++

```
public:  
property DefinitionOptions DefinitionOptions {  
    DefinitionOptions get ();  
}
```

## Field Value

A [DefinitionOptions](#) value.

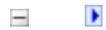
## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:Description Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets this known folder's description.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Description { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Description As String
```

## Visual C++

```
public:  
property String^ Description {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:FileAttributes Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets this known folder's file attributes, such as "read-only".

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public FileAttributes FileAttributes { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property FileAttributes As FileAttributes
```

## Visual C++

```
public:  
property FileAttributes FileAttributes {  
    FileAttributes get ();  
}
```

## Field Value

A FileAttributes value.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:FolderId Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the unique identifier for this known folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public Guid FolderId { get; }
```

## **Visual Basic (Declaration)**

```
Public ReadOnly Property FolderId As Guid
```

## **Visual C++**

```
public:  
property Guid FolderId {  
    Guid get ();  
}
```

## **Field Value**

A Guid value.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:FolderType Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a string representation of this known folder's type.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string FolderType { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property FolderType As String
```

## Visual C++

```
public:  
property String^ FolderType {  
    String^ get ();  
}
```

## Field Value

A String object.

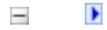
## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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[C#](#) [Visual Basic](#)

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Vista Bridge Library for Managed code development

KnownFolder...:FolderTypeId Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the unique identifier for this known folder's type.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public Guid FolderTypeId { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property FolderTypeId As Guid
```

## Visual C++

```
public:  
property Guid FolderTypeId {  
    Guid get ();  
}
```

## Field Value

A Guid value.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolder...:Icon Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the icon that is associated with this known folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public BitmapSource Icon { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Icon As BitmapSource
```

## Visual C++

```
public:  
property BitmapSource^ Icon {  
    BitmapSource^ get ();  
}
```

## Field Value

A BitmapSource object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:IconResourceId Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the resource identifier for this known folder's icon.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public string IconResourceId { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property IconResourceId As String
```

## Visual C++

```
public:  
property String^ IconResourceId {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolder...:LocalizedName Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets this known folder's localized name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public string LocalizedName { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property LocalizedName As String
```

## Visual C++

```
public:  
property String^ LocalizedName {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:LocalizedNameResourceId Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the resource identifier for this known folder's localized name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public string LocalizedNameResourceId { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property LocalizedNameResourceId As String
```

## Visual C++

```
public:  
property String^ LocalizedNameResourceId {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:Name Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the friendly name of this known folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Name { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Name As String
```

## Visual C++

```
public:  
property String^ Name {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:Parent Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the name of this known folder's parent folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Parent { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Parent As String
```

## Visual C++

```
public:  
property String^ Parent {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:ParentId Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the unique identifier for this known folder's parent folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Guid ParentId { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property ParentId As Guid
```

## Visual C++

```
public:  
property Guid ParentId {  
    Guid get ();  
}
```

## Field Value

A Guid value.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:ParsingName Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets this known folder's parsing name.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string ParsingName { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property ParsingName As String
```

## Visual C++

```
public:  
property String^ ParsingName {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:Path Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path for this known folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Path { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Path As String
```

## Visual C++

```
public:  
property String^ Path {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:PathExists Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether this known folder's path exists on the computer.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public Nullable<bool> PathExists { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property PathExists As Nullable(Of Boolean)
```

## Visual C++

```
public:  
property Nullable<bool> PathExists {  
    Nullable<bool> get ();  
}
```

## Field Value

A nullable Boolean value.

## **Remarks**

If this property value is **null**, the folder is a virtual folder.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:Redirection Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that states whether this known folder can have its path set to a new value, including any restrictions on the redirection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public RedirectionCapabilities Redirection { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Redirection As RedirectionCapabilities
```

## Visual C++

```
public:  
property RedirectionCapabilities Redirection {  
    RedirectionCapabilities get ();  
}
```

## Field Value

A [RedirectionCapabilities](#) value.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:RelativePath Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets this known folder's relative path.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string RelativePath { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property RelativePath As String
```

## Visual C++

```
public:  
property String^ RelativePath {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:Security Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets this known folder's security attributes.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Security { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Security As String
```

## Visual C++

```
public:  
property String^ Security {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:Tooltip Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets this known folder's tool tip text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Tooltip { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Tooltip As String
```

## Visual C++

```
public:  
property String^ Tooltip {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolder...:ToolTipResourceId Property

[KnownFolder Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the resource identifier for this known folder's tool tip text.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public string TooltipResourceId { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property TooltipResourceId As String
```

## Visual C++

```
public:  
property String^ TooltipResourceId {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolder Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides access to the metadata for known folders. This class contains properties to get the path of standard known folders.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static class KnownFolders
```

## Visual Basic (Declaration)

```
Public NotInheritable Class KnownFolders
```

## Visual C++

```
public ref class KnownFolders abstract sealed
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders...:KnownFolders

## See Also

[KnownFolders Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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- C#  Visual Basic
- Visual C++
- XAML
- Include Protected Members
- Include Inherited Members

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KnownFolders Members

[KnownFolders Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [KnownFolders](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
 <b>S</b>	<a href="#">GetAllFolders</a>	Returns a list of name and guid pairs for all known folders.
 <b>S</b>	<a href="#">GetKnownFolder</a>	Returns an object that represents the specified known folder.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>AddNewPrograms</u></a>	Gets the path to the Programs and Features folder.
	<a href="#"><u>AdminTools</u></a>	Gets the path to the administrative tools folder.
	<a href="#"><u>AppUpdates</u></a>	Gets the path to the installed updates folder.
	<a href="#"><u>CDBurning</u></a>	Gets the path to the folder used to hold files that are waiting to be copied onto CD.
	<a href="#"><u>ChangeRemovePrograms</u></a>	Gets the path to the change/remove programs folder.
	<a href="#"><u>CommonAdminTools</u></a>	Gets the path to the common administrative tools folder.
	<a href="#"><u>CommonOEMLinks</u></a>	Gets the path to the common OEM links folder.
	<a href="#"><u>CommonPrograms</u></a>	Gets the path to the common programs folder.
	<a href="#"><u>CommonStartMenu</u></a>	Gets the path to the common start menu folder.
	<a href="#"><u>CommonStartup</u></a>	Gets the path to the common startup folder.
	<a href="#"><u>CommonTemplates</u></a>	Gets the path to the common templates folder.
	<a href="#"><u>Computer</u></a>	Gets the path to the computer folder.
	<a href="#"><u>Conflict</u></a>	Gets the path to the Windows Vista Synchronization Manager folder.
	<a href="#"><u>Connections</u></a>	Gets the path to the network connections folder.
	<a href="#"><u>Contacts</u></a>	Gets the path to the contacts folder.
	<a href="#"><u>ControlPanel</u></a>	Gets the path to the control panel.
	<a href="#"><u>Cookies</u></a>	Gets the path to the cookies folder.
	<a href="#"><u>Desktop</u></a>	Gets the path to the desktop folder.

	<a href="#"><u>Documents</u></a>	Gets the path to the per-user documents folder.
	<a href="#"><u>Downloads</u></a>	Gets the path to the per-user downloads folder.
	<a href="#"><u>Favorites</u></a>	Gets the path to the per-user favorites folder.
	<a href="#"><u>Fonts</u></a>	Gets the path to the fonts folder.
	<a href="#"><u>Games</u></a>	Gets the path to the games folder.
	<a href="#"><u>GameTasks</u></a>	Gets the path to the game explorer folder.
	<a href="#"><u>History</u></a>	Gets the path to the history folder.
	<a href="#"><u>Internet</u></a>	Gets the path to the internet explorer folder.
	<a href="#"><u>InternetCache</u></a>	Gets the path to the temporary internet files folder.
	<a href="#"><u>Links</u></a>	Gets the path to the per-user links folder.
	<a href="#"><u>LocalAppData</u></a>	Gets the path to the per-user application data folder.
	<a href="#"><u>LocalAppDataLow</u></a>	Gets the path to the LocalAppDataLow folder.
	<a href="#"><u>LocalizedResourcesDir</u></a>	Gets the path to the localized resources directory folder.
	<a href="#"><u>Music</u></a>	Gets the path to the per-user My Music folder.
	<a href="#"><u>NetHood</u></a>	Gets the path to the network shortcuts folder.
	<a href="#"><u>Network</u></a>	Gets the path to the My Network Places folder.
	<a href="#"><u>OriginalImages</u></a>	Gets the path to the original images folder.
	<a href="#"><u>PhotoAlbums</u></a>	Gets the path to the Slide Shows folder.
	<a href="#"><u>Pictures</u></a>	Gets the path to the per-user My Pictures folder.
	<a href="#"><u>Playlists</u></a>	Gets the path to the playlists folder.
	<a href="#"><u>Printers</u></a>	Gets the path to the Printers and Faxes folder.
	<a href="#"><u>PrintHood</u></a>	Gets the path to the Printer Shortcuts folder.

	<a href="#"><u>Profile</u></a>	Gets the path to the current user's root folder.
	<a href="#"><u>ProgramData</u></a>	Gets the path to the Application Data folder.
	<a href="#"><u>ProgramFiles</u></a>	Gets the path to the program files folder.
	<a href="#"><u>ProgramFilesCommon</u></a>	Gets the path to the common program files folder.
	<a href="#"><u>ProgramFilesCommonX64</u></a>	Gets the path to the common Program files folder on x64 systems.
	<a href="#"><u>ProgramFilesCommonX86</u></a>	Gets the path to the common Program files folder on x86 systems.
	<a href="#"><u>ProgramFilesX64</u></a>	Gets the path to the ProgramsFiles folder on x64 systems.
	<a href="#"><u>ProgramFilesX86</u></a>	Gets the path to the ProgramFiles folder on x86 systems.
	<a href="#"><u>Programs</u></a>	Gets the path to the programs folder.
	<a href="#"><u>Public</u></a>	Gets the path to the public folder.
	<a href="#"><u>PublicDesktop</u></a>	Gets the path to the public desktop folder.
	<a href="#"><u>PublicDocuments</u></a>	Gets the path to the public documents folder.
	<a href="#"><u>PublicDownloads</u></a>	Gets the path to the public downloads folder.
	<a href="#"><u>PublicGameTasks</u></a>	Gets the path to the public game tasks folder.
	<a href="#"><u>PublicMusic</u></a>	Gets the path to the Shared Music folder.
	<a href="#"><u>PublicPictures</u></a>	Gets the path to the Shared Pictures folder.
	<a href="#"><u>PublicVideos</u></a>	Gets the path to the Shared Videos folder.
	<a href="#"><u>QuickLaunch</u></a>	Gets the path to the per-user Quick Launch folder.
	<a href="#"><u>Recent</u></a>	Gets the path to the per-user My Recent Documents folder.
	<a href="#"><u>RecordedTV</u></a>	Gets the path to the recorded tv folder.
	<a href="#"><u>RecycleBin</u></a>	Gets the path to the recycle bin.
	<a href="#"><u>ResourceDir</u></a>	Gets the path to the Resources folder.
	<a href="#"><u>RoamingAppData</u></a>	Gets the path to the roaming application data folder.

	<a href="#"><u>SampleMusic</u></a>	Gets the path to the music samples folder.
	<a href="#"><u>SamplePictures</u></a>	Gets the path to the picture samples folder.
	<a href="#"><u>SamplePlaylists</u></a>	Gets the path to the sample playlists folder.
	<a href="#"><u>SampleVideos</u></a>	Gets the path to the video samples folder.
	<a href="#"><u>SavedGames</u></a>	Gets the path to the per-user saved games folder.
	<a href="#"><u>SavedSearches</u></a>	Gets the path to the per-user saved searches folder.
	<a href="#"><u>SearchCsc</u></a>	Gets the path to the offline files folder.
	<a href="#"><u>SearchHome</u></a>	Gets the path to the search results folder.
	<a href="#"><u>SearchMapi</u></a>	Gets the path to the Microsoft Office Outlook folder.
	<a href="#"><u>SendTo</u></a>	Gets the path to the per-user SendTo folder.
	<a href="#"><u>SidebarDefaultParts</u></a>	Gets the path to the shared Gadgets folder.
	<a href="#"><u>SidebarParts</u></a>	Gets the path to the per-user gadgets folder.
	<a href="#"><u>StartMenu</u></a>	Gets the path to the per-user start menu folder.
	<a href="#"><u>Startup</u></a>	Gets the path to the startup folder.
	<a href="#"><u>SyncManager</u></a>	Gets the path to the Sync Center folder.
	<a href="#"><u>SyncResults</u></a>	Gets the path to the Sync Results folder.
	<a href="#"><u>SyncSetup</u></a>	Gets the path to the Synch Setup folder.
	<a href="#"><u>System</u></a>	Gets the path to the System32 folder.
	<a href="#"><u>SystemX86</u></a>	Gets the path to the System32 folder on x86 systems.
	<a href="#"><u>Templates</u></a>	Gets the path to the templates folder.
	<a href="#"><u>TreeProperties</u></a>	Gets the path to the tree properties folder.
	<a href="#"><u>UserProfiles</u></a>	Gets the path to the Users folder.
	<a href="#"><u>UsersFiles</u></a>	Gets the path to the user files folder.
	<a href="#"><u>Videos</u></a>	Gets the path to the videos folder.
	<a href="#"><u>Windows</u></a>	Gets the path to the windows folder.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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- C#  Visual Basic
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- Include Protected Members
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KnownFolders Methods

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [KnownFolders](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>GetAllFolders</u></a>	Returns a list of name and guid pairs for all known folders.
	<a href="#"><u>GetKnownFolder</u></a>	Returns an object that represents the specified known folder.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:GetAllFolders Method

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns a list of name and guid pairs for all known folders.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static SortedList<string, Guid> GetAllFolders()
```

## Visual Basic (Declaration)

```
Public Shared Function GetAllFolders As SortedList(Of String, Guid)
```

## Visual C++

```
public:  
static SortedList<String^, Guid>^ GetAllFolders()
```

## Return Value

A SortedList<(Of <(TKey, TValue)>>).

## **Remarks**

The list returned by this method is sorted by folder name.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:GetKnownFolder Method

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns an object that represents the specified known folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public static KnownFolder GetKnownFolder(  
    string name,  
    bool isCanonicalName  
)
```

## Visual Basic (Declaration)

```
Public Shared Function GetKnownFolder ( _  
    name As String, _  
    isCanonicalName As Boolean _  
) As KnownFolder
```

## Visual C++

```
public:  
static KnownFolder^ GetKnownFolder(  
    String^ name,  
    bool isCanonicalName  
)
```

## Parameters

name

Type: System...:String

The name of the folder. This can be the friendly name or the canonical name.

isCanonicalName

Type: System...:Boolean

A Boolean value that indicates whether the name parameter is the friendly name or the canonical name.

## Return Value

A [KnownFolder](#) object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolders Properties

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [KnownFolders](#) type exposes the following members.

# Properties

	Name	Description
	<a href="#"><u>AddNewPrograms</u></a>	Gets the path to the Programs and Features folder.
	<a href="#"><u>AdminTools</u></a>	Gets the path to the administrative tools folder.
	<a href="#"><u>AppUpdates</u></a>	Gets the path to the installed updates folder.
	<a href="#"><u>CDBurning</u></a>	Gets the path to the folder used to hold files that are waiting to be copied onto CD.
	<a href="#"><u>ChangeRemovePrograms</u></a>	Gets the path to the change/remove programs folder.
	<a href="#"><u>CommonAdminTools</u></a>	Gets the path to the common administrative tools folder.
	<a href="#"><u>CommonOEMLinks</u></a>	Gets the path to the common OEM links folder.
	<a href="#"><u>CommonPrograms</u></a>	Gets the path to the common programs folder.
	<a href="#"><u>CommonStartMenu</u></a>	Gets the path to the common start menu folder.
	<a href="#"><u>CommonStartup</u></a>	Gets the path to the common startup folder.
	<a href="#"><u>CommonTemplates</u></a>	Gets the path to the common templates folder.
	<a href="#"><u>Computer</u></a>	Gets the path to the computer folder.
	<a href="#"><u>Conflict</u></a>	Gets the path to the Windows Vista Synchronization Manager folder.
	<a href="#"><u>Connections</u></a>	Gets the path to the network connections folder.
	<a href="#"><u>Contacts</u></a>	Gets the path to the contacts folder.
	<a href="#"><u>ControlPanel</u></a>	Gets the path to the control panel.
	<a href="#"><u>Cookies</u></a>	Gets the path to the cookies folder.
	<a href="#"><u>Desktop</u></a>	Gets the path to the desktop folder.

	<a href="#"><u>Documents</u></a>	Gets the path to the per-user documents folder.
	<a href="#"><u>Downloads</u></a>	Gets the path to the per-user downloads folder.
	<a href="#"><u>Favorites</u></a>	Gets the path to the per-user favorites folder.
	<a href="#"><u>Fonts</u></a>	Gets the path to the fonts folder.
	<a href="#"><u>Games</u></a>	Gets the path to the games folder.
	<a href="#"><u>GameTasks</u></a>	Gets the path to the game explorer folder.
	<a href="#"><u>History</u></a>	Gets the path to the history folder.
	<a href="#"><u>Internet</u></a>	Gets the path to the internet explorer folder.
	<a href="#"><u>InternetCache</u></a>	Gets the path to the temporary internet files folder.
	<a href="#"><u>Links</u></a>	Gets the path to the per-user links folder.
	<a href="#"><u>LocalAppData</u></a>	Gets the path to the per-user application data folder.
	<a href="#"><u>LocalAppDataLow</u></a>	Gets the path to the LocalAppDataLow folder.
	<a href="#"><u>LocalizedResourcesDir</u></a>	Gets the path to the localized resources directory folder.
	<a href="#"><u>Music</u></a>	Gets the path to the per-user My Music folder.
	<a href="#"><u>NetHood</u></a>	Gets the path to the network shortcuts folder.
	<a href="#"><u>Network</u></a>	Gets the path to the My Network Places folder.
	<a href="#"><u>OriginalImages</u></a>	Gets the path to the original images folder.
	<a href="#"><u>PhotoAlbums</u></a>	Gets the path to the Slide Shows folder.
	<a href="#"><u>Pictures</u></a>	Gets the path to the per-user My Pictures folder.
	<a href="#"><u>Playlists</u></a>	Gets the path to the playlists folder.
	<a href="#"><u>Printers</u></a>	Gets the path to the Printers and Faxes folder.
	<a href="#"><u>PrintHood</u></a>	Gets the path to the Printer Shortcuts folder.

 <a href="#">Profile</a>	Gets the path to the current user's root folder.
 <a href="#">ProgramData</a>	Gets the path to the Application Data folder.
 <a href="#">ProgramFiles</a>	Gets the path to the program files folder.
 <a href="#">ProgramFilesCommon</a>	Gets the path to the common program files folder.
 <a href="#">ProgramFilesCommonX64</a>	Gets the path to the common Program files folder on x64 systems.
 <a href="#">ProgramFilesCommonX86</a>	Gets the path to the common Program files folder on x86 systems.
 <a href="#">ProgramFilesX64</a>	Gets the path to the ProgramsFiles folder on x64 systems.
 <a href="#">ProgramFilesX86</a>	Gets the path to the ProgramFiles folder on x86 systems.
 <a href="#">Programs</a>	Gets the path to the programs folder.
 <a href="#">Public</a>	Gets the path to the public folder.
 <a href="#">PublicDesktop</a>	Gets the path to the public desktop folder.
 <a href="#">PublicDocuments</a>	Gets the path to the public documents folder.
 <a href="#">PublicDownloads</a>	Gets the path to the public downloads folder.
 <a href="#">PublicGameTasks</a>	Gets the path to the public game tasks folder.
 <a href="#">PublicMusic</a>	Gets the path to the Shared Music folder.
 <a href="#">PublicPictures</a>	Gets the path to the Shared Pictures folder.
 <a href="#">PublicVideos</a>	Gets the path to the Shared Videos folder.
 <a href="#">QuickLaunch</a>	Gets the path to the per-user Quick Launch folder.
 <a href="#">Recent</a>	Gets the path to the per-user My Recent Documents folder.
 <a href="#">RecordedTV</a>	Gets the path to the recorded tv folder.
 <a href="#">RecycleBin</a>	Gets the path to the recycle bin.
 <a href="#">ResourceDir</a>	Gets the path to the Resources folder.
 <a href="#">RoamingAppData</a>	Gets the path to the roaming application data folder.

<a href="#"><u>SampleMusic</u></a>	Gets the path to the music samples folder.
<a href="#"><u>SamplePictures</u></a>	Gets the path to the picture samples folder.
<a href="#"><u>SamplePlaylists</u></a>	Gets the path to the sample playlists folder.
<a href="#"><u>SampleVideos</u></a>	Gets the path to the video samples folder.
<a href="#"><u>SavedGames</u></a>	Gets the path to the per-user saved games folder.
<a href="#"><u>SavedSearches</u></a>	Gets the path to the per-user saved searches folder.
<a href="#"><u>SearchCsc</u></a>	Gets the path to the offline files folder.
<a href="#"><u>SearchHome</u></a>	Gets the path to the search results folder.
<a href="#"><u>SearchMapi</u></a>	Gets the path to the Microsoft Office Outlook folder.
<a href="#"><u>SendTo</u></a>	Gets the path to the per-user SendTo folder.
<a href="#"><u>SidebarDefaultParts</u></a>	Gets the path to the shared Gadgets folder.
<a href="#"><u>SidebarParts</u></a>	Gets the path to the per-user gadgets folder.
<a href="#"><u>StartMenu</u></a>	Gets the path to the per-user start menu folder.
<a href="#"><u>Startup</u></a>	Gets the path to the startup folder.
<a href="#"><u>SyncManager</u></a>	Gets the path to the Sync Center folder.
<a href="#"><u>SyncResults</u></a>	Gets the path to the Sync Results folder.
<a href="#"><u>SyncSetup</u></a>	Gets the path to the Synch Setup folder.
<a href="#"><u>System</u></a>	Gets the path to the System32 folder.
<a href="#"><u>SystemX86</u></a>	Gets the path to the System32 folder on x86 systems.
<a href="#"><u>Templates</u></a>	Gets the path to the templates folder.
<a href="#"><u>TreeProperties</u></a>	Gets the path to the tree properties folder.
<a href="#"><u>UserProfiles</u></a>	Gets the path to the Users folder.
<a href="#"><u>UsersFiles</u></a>	Gets the path to the user files folder.
<a href="#"><u>Videos</u></a>	Gets the path to the videos folder.
<a href="#"><u>Windows</u></a>	Gets the path to the windows folder.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...::AddNewPrograms Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Programs and Features folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string AddNewPrograms { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property AddNewPrograms As String
```

## Visual C++

```
public:  
static property String^ AddNewPrograms {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:AdminTools Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the administrative tools folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string AdminTools { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property AdminTools As String
```

## Visual C++

```
public:  
static property String^ AdminTools {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:AppUpdates Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the installed updates folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string AppUpdates { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property AppUpdates As String
```

## Visual C++

```
public:  
static property String^ AppUpdates {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:CDBurning Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the folder used to hold files that are waiting to be copied onto CD.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string CDBurning { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property CDBurning As String
```

## Visual C++

```
public:  
static property String^ CDBurning {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:ChangeRemovePrograms Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the change/remove programs folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static string ChangeRemovePrograms { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property ChangeRemovePrograms As String
```

## **Visual C++**

```
public:  
static property String^ ChangeRemovePrograms {  
    String^ get ();  
}
```

## **Field Value**

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:CommonAdminTools Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common administrative tools folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string CommonAdminTools { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property CommonAdminTools As String
```

## Visual C++

```
public:  
static property String^ CommonAdminTools {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:CommonOEMLinks Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common OEM links folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string CommonOEMLinks { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property CommonOEMLinks As String
```

## Visual C++

```
public:  
static property String^ CommonOEMLinks {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:CommonPrograms Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common programs folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string CommonPrograms { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property CommonPrograms As String
```

## Visual C++

```
public:  
static property String^ CommonPrograms {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:CommonStartMenu Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common start menu folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string CommonStartMenu { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property CommonStartMenu As String
```

## Visual C++

```
public:  
static property String^ CommonStartMenu {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:CommonStartup Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common startup folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public static string CommonStartup { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property CommonStartup As String
```

## **Visual C++**

```
public:  
static property String^ CommonStartup {  
    String^ get ();  
}
```

## **Field Value**

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:CommonTemplates Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common templates folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string CommonTemplates { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property CommonTemplates As String
```

## Visual C++

```
public:  
static property String^ CommonTemplates {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Computer Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the computer folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Computer { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Computer As String
```

## Visual C++

```
public:  
static property String^ Computer {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Conflict Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Windows Vista Synchronization Manager folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Conflict { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Conflict As String
```

## Visual C++

```
public:  
static property String^ Conflict {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Connections Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the network connections folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Connections { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Connections As String
```

## Visual C++

```
public:  
static property String^ Connections {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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Vista Bridge Library for Managed code development

KnownFolders...:Contacts Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the contacts folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Contacts { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Contacts As String
```

## Visual C++

```
public:  
static property String^ Contacts {  
    String^ get ();  
}
```

## Field Value

A String object.

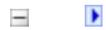
## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:ControlPanel Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the control panel.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string ControlPanel { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ControlPanel As String
```

## Visual C++

```
public:  
static property String^ ControlPanel {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Cookies Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the cookies folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Cookies { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Cookies As String
```

## Visual C++

```
public:  
static property String^ Cookies {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Desktop Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the desktop folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Desktop { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Desktop As String
```

## Visual C++

```
public:  
static property String^ Desktop {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Documents Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user documents folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Documents { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Documents As String
```

## Visual C++

```
public:  
static property String^ Documents {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Downloads Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user downloads folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Downloads { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Downloads As String
```

## Visual C++

```
public:  
static property String^ Downloads {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Favorites Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user favorites folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Favorites { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Favorites As String
```

## Visual C++

```
public:  
static property String^ Favorites {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Fonts Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the fonts folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Fonts { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Fonts As String
```

## Visual C++

```
public:  
static property String^ Fonts {  
    String^ get ();  
}
```

## Field Value

A String object.

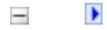
## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Games Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the games folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Games { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Games As String
```

## Visual C++

```
public:  
static property String^ Games {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:GameTasks Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the game explorer folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string GameTasks { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property GameTasks As String
```

## Visual C++

```
public:  
static property String^ GameTasks {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:History Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the history folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string History { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property History As String
```

## Visual C++

```
public:  
static property String^ History {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Internet Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the internet explorer folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Internet { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Internet As String
```

## Visual C++

```
public:  
static property String^ Internet {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:InternetCache Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the tempory internet files folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static string InternetCache { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property InternetCache As String
```

## **Visual C++**

```
public:  
static property String^ InternetCache {  
    String^ get ();  
}
```

## **Field Value**

A String object.

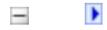
## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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KnownFolders...:Links Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user links folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Links { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Links As String
```

## Visual C++

```
public:  
static property String^ Links {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:LocalAppData Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user application data folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string LocalAppData { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property LocalAppData As String
```

## Visual C++

```
public:  
static property String^ LocalAppData {  
    String^ get ();  
}
```

## Field Value

A String object.

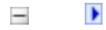
## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:LocalAppDataLow Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the LocalAppDataLow folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static string LocalAppDataLow { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property LocalAppDataLow As String
```

## **Visual C++**

```
public:  
static property String^ LocalAppDataLow {  
    String^ get ();  
}
```

## **Field Value**

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:LocalizedResourcesDir Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the localized resources directory folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static string LocalizedResourcesDir { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property LocalizedResourcesDir As String
```

## **Visual C++**

```
public:  
static property String^ LocalizedResourcesDir {  
    String^ get ();  
}
```

## **Field Value**

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Music Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user My Music folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Music { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Music As String
```

## Visual C++

```
public:  
static property String^ Music {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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KnownFolders...:NetHood Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the network shortcuts folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string NetHood { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property NetHood As String
```

## Visual C++

```
public:  
static property String^ NetHood {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Network Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the My Network Places folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Network { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Network As String
```

## Visual C++

```
public:  
static property String^ Network {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:OriginalImages Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the original images folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string OriginalImages { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property OriginalImages As String
```

## Visual C++

```
public:  
static property String^ OriginalImages {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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KnownFolders...:PhotoAlbums Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Slide Shows folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string PhotoAlbums { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PhotoAlbums As String
```

## Visual C++

```
public:  
static property String^ PhotoAlbums {  
    String^ get ();  
}
```

## Field Value

A String object.

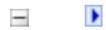
## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Pictures Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user My Pictures folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Pictures { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Pictures As String
```

## Visual C++

```
public:  
static property String^ Pictures {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Playlists Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the playlists folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Playlists { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Playlists As String
```

## Visual C++

```
public:  
static property String^ Playlists {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Printers Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Printers and Faxes folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Printers { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Printers As String
```

## Visual C++

```
public:  
static property String^ Printers {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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[C#](#) [Visual Basic](#)

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[XAML](#)

Vista Bridge Library for Managed code development

KnownFolders...:PrintHood Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Printer Shortcuts folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string PrintHood { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PrintHood As String
```

## Visual C++

```
public:  
static property String^ PrintHood {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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KnownFolders...:Profile Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the current user's root folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Profile { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Profile As String
```

## Visual C++

```
public:  
static property String^ Profile {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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Vista Bridge Library for Managed code development

KnownFolders...:ProgramData Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Application Data folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string ProgramData { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ProgramData As String
```

## Visual C++

```
public:  
static property String^ ProgramData {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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KnownFolders...:ProgramFiles Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the program files folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string ProgramFiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ProgramFiles As String
```

## Visual C++

```
public:  
static property String^ ProgramFiles {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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KnownFolders...:ProgramFilesCommon Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common program files folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static string ProgramFilesCommon { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ProgramFilesCommon As String
```

## Visual C++

```
public:  
static property String^ ProgramFilesCommon {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:ProgramFilesCommonX64 Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common Program files folder on x64 systems.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public static string ProgramFilesCommonX64 { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property ProgramFilesCommonX64 As String
```

## **Visual C++**

```
public:  
static property String^ ProgramFilesCommonX64 {  
    String^ get ();  
}
```

## **Field Value**

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:ProgramFilesCommonX86 Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the common Program files folder on x86 systems.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public static string ProgramFilesCommonX86 { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ProgramFilesCommonX86 As String
```

## Visual C++

```
public:  
static property String^ ProgramFilesCommonX86 {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:ProgramFilesX64 Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the ProgramsFiles folder on x64 systems.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string ProgramFilesX64 { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ProgramFilesX64 As String
```

## Visual C++

```
public:  
static property String^ ProgramFilesX64 {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:ProgramFilesX86 Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the ProgramFiles folder on x86 systems.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string ProgramFilesX86 { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ProgramFilesX86 As String
```

## Visual C++

```
public:  
static property String^ ProgramFilesX86 {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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KnownFolders...:Programs Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the programs folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Programs { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Programs As String
```

## Visual C++

```
public:  
static property String^ Programs {  
    String^ get ();  
}
```

## Field Value

A String object.

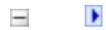
## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Public Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the public folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Public { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Public As String
```

## Visual C++

```
public:  
static property String^ Public {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:PublicDesktop Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the public desktop folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string PublicDesktop { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PublicDesktop As String
```

## Visual C++

```
public:  
static property String^ PublicDesktop {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:PublicDocuments Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the public documents folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string PublicDocuments { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PublicDocuments As String
```

## Visual C++

```
public:  
static property String^ PublicDocuments {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:PublicDownloads Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the public downloads folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string PublicDownloads { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PublicDownloads As String
```

## Visual C++

```
public:  
static property String^ PublicDownloads {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:PublicGameTasks Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the public game tasks folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string PublicGameTasks { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PublicGameTasks As String
```

## Visual C++

```
public:  
static property String^ PublicGameTasks {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:PublicMusic Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Shared Music folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string PublicMusic { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PublicMusic As String
```

## Visual C++

```
public:  
static property String^ PublicMusic {  
    String^ get ();  
}
```

## Field Value

A String object.

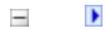
## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:PublicPictures Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Shared Pictures folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string PublicPictures { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PublicPictures As String
```

## Visual C++

```
public:  
static property String^ PublicPictures {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:PublicVideos Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Shared Videos folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string PublicVideos { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PublicVideos As String
```

## Visual C++

```
public:  
static property String^ PublicVideos {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:QuickLaunch Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user Quick Launch folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string QuickLaunch { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property QuickLaunch As String
```

## Visual C++

```
public:  
static property String^ QuickLaunch {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Recent Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user My Recent Documents folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Recent { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Recent As String
```

## Visual C++

```
public:  
static property String^ Recent {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:RecordedTV Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the recorded tv folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string RecordedTV { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property RecordedTV As String
```

## Visual C++

```
public:  
static property String^ RecordedTV {  
    String^ get ();  
}
```

## Field Value

A String object.

# **Remarks**

This folder is not used.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:RecycleBin Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the recycle bin.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ■ Syntax

## C#

```
public static string RecycleBin { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property RecycleBin As String
```

## Visual C++

```
public:  
static property String^ RecycleBin {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:ResourceDir Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Resources folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string ResourceDir { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ResourceDir As String
```

## Visual C++

```
public:  
static property String^ ResourceDir {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:RoamingAppData Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the roaming application data folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string RoamingAppData { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property RoamingAppData As String
```

## Visual C++

```
public:  
static property String^ RoamingAppData {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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KnownFolders...:SampleMusic Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the music samples folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SampleMusic { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SampleMusic As String
```

## Visual C++

```
public:  
static property String^ SampleMusic {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:SamplePictures Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the picture samples folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SamplePictures { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SamplePictures As String
```

## Visual C++

```
public:  
static property String^ SamplePictures {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolders...:SamplePlaylists Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the sample playlists folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SamplePlaylists { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SamplePlaylists As String
```

## Visual C++

```
public:  
static property String^ SamplePlaylists {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolders...:SampleVideos Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the video samples folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string SampleVideos { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SampleVideos As String
```

## Visual C++

```
public:  
static property String^ SampleVideos {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolders...:SavedGames Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user saved games folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SavedGames { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SavedGames As String
```

## Visual C++

```
public:  
static property String^ SavedGames {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolders...:SavedSearches Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user saved searches folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SavedSearches { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SavedSearches As String
```

## Visual C++

```
public:  
static property String^ SavedSearches {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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C#  Visual Basic

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KnownFolders...:SearchCsc Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the offline files folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string SearchCsc { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SearchCsc As String
```

## Visual C++

```
public:  
static property String^ SearchCsc {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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Vista Bridge Library for Managed code development

KnownFolders...:SearchHome Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the search results folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SearchHome { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SearchHome As String
```

## Visual C++

```
public:  
static property String^ SearchHome {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolders...:SearchMapi Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Microsoft Office Outlook folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SearchMapi { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SearchMapi As String
```

## Visual C++

```
public:  
static property String^ SearchMapi {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:SendTo Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user SendTo folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string SendTo { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SendTo As String
```

## Visual C++

```
public:  
static property String^ SendTo {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:SidebarDefaultParts Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the shared Gadgets folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SidebarDefaultParts { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SidebarDefaultParts As String
```

## Visual C++

```
public:  
static property String^ SidebarDefaultParts {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

---

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KnownFolders...:SidebarParts Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user gadgets folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SidebarParts { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SidebarParts As String
```

## Visual C++

```
public:  
static property String^ SidebarParts {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:StartMenu Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the per-user start menu folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string StartMenu { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property StartMenu As String
```

## Visual C++

```
public:  
static property String^ StartMenu {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Startup Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the startup folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Startup { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Startup As String
```

## Visual C++

```
public:  
static property String^ Startup {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:SyncManager Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Sync Center folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SyncManager { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SyncManager As String
```

## Visual C++

```
public:  
static property String^ SyncManager {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:SyncResults Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Sync Results folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SyncResults { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SyncResults As String
```

## Visual C++

```
public:  
static property String^ SyncResults {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:SyncSetup Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Synch Setup folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string SyncSetup { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SyncSetup As String
```

## Visual C++

```
public:  
static property String^ SyncSetup {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:System Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the System32 folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string System { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property System As String
```

## Visual C++

```
public:  
static property String^ System {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:SystemX86 Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the System32 folder on x86 systems.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string SystemX86 { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SystemX86 As String
```

## Visual C++

```
public:  
static property String^ SystemX86 {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Templates Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the templates folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Templates { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Templates As String
```

## Visual C++

```
public:  
static property String^ Templates {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:TreeProperties Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the tree properties folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string TreeProperties { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property TreeProperties As String
```

## Visual C++

```
public:  
static property String^ TreeProperties {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:UserProfiles Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the Users folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string UserProfiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property UserProfiles As String
```

## Visual C++

```
public:  
static property String^ UserProfiles {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:UsersFiles Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the user files folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string UsersFiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property UsersFiles As String
```

## Visual C++

```
public:  
static property String^ UsersFiles {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Videos Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the videos folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static string Videos { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Videos As String
```

## Visual C++

```
public:  
static property String^ Videos {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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KnownFolders...:Windows Property

[KnownFolders Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the path to the windows folder.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static string Windows { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Windows As String
```

## Visual C++

```
public:  
static property String^ Windows {  
    String^ get ();  
}
```

## Field Value

A String object.

## See Also

[KnownFolders Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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C#  Visual Basic

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RedirectionCapabilities Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the redirection capabilities for known folders.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum RedirectionCapabilities
```

## Visual Basic (Declaration)

```
Public Enumeration RedirectionCapabilities
```

## Visual C++

```
public enum class RedirectionCapabilities
```

# Members

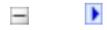
<b>Member name</b>	<b>Description</b>
None	Redirection capability is unknown.
AllowAll	The known folder can be redirected.
Redirectable	The known folder can be redirected. Currently, redirection exists only for common and user folders; fixed and virtual folders cannot be redirected.
DenyAll	Redirection is not allowed.
DenyPolicyRedirected	The folder cannot be redirected because it is already redirected by group policy.
DenyPolicy	The folder cannot be redirected because the policy prohibits redirecting this folder.
DenyPermissions	The folder cannot be redirected because the calling application does not have sufficient permissions.

## ▣ See Also

[Microsoft.SDK.Samples.VistaBridge.Library.KnownFolders Namespace](#)

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Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace

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**[This is preliminary documentation and is subject to change.]**

Provides access to information about the networks configured on this system.  
Also see the System.Net.NetworkInformation namespace.

# Classes

	<b>Class</b>	<b>Description</b>
	<a href="#">Network</a>	Represents a network on the local machine. It can also represent a collection of network connections with a similar network signature.
	<a href="#">NetworkCollection</a>	An enumerable collection of <a href="#">Network</a> objects.
	<a href="#">NetworkConnection</a>	Represents a connection to a network.
	<a href="#">NetworkConnectionCollection</a>	An enumerable collection of <a href="#">NetworkConnection</a> objects.
	<a href="#">NetworkListManager</a>	Provides access to objects that represent networks and network connections.

# Enumerations

	<b>Enumeration</b>	<b>Description</b>
	<a href="#">Connectivity</a>	Specifies types of network connectivity.
	<a href="#">DomainType</a>	Specifies the domain type of a network.
	<a href="#">NetworkCategory</a>	Specifies the trust level for a network.
	<a href="#">NetworkConnectivityLevels</a>	Specifies the level of connectivity for networks returned by the <a href="#">NetworkListManager</a> class.

---

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C#  Visual Basic

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Connectivity Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies types of network connectivity.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
[FlagsAttribute]  
public enum Connectivity
```

## Visual Basic (Declaration)

```
<FlagsAttribute> _  
Public Enumeration Connectivity
```

## Visual C++

```
[FlagsAttribute]  
public enum class Connectivity
```

# Members

<b>Member name</b>	<b>Description</b>
Disconnected	The underlying network interfaces have no connectivity to any network.
IPv4Internet	There is connectivity to the Internet using the IPv4 protocol.
IPv4LocalNetwork	There is connectivity to a routed network using the IPv4 protocol.
IPv4NoTraffic	There is connectivity to a network, but the service cannot detect any IPv4 network traffic.
IPv4Subnet	There is connectivity to the local subnet using the IPv4 protocol.
IPv6Internet	There is connectivity to the Internet using the IPv6 protocol.
IPv6LocalNetwork	There is connectivity to a local network using the IPv6 protocol.
IPv6NoTraffic	There is connectivity to a network, but the service cannot detect any IPv6 network traffic
IPv6Subnet	There is connectivity to the local subnet using the IPv6 protocol.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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DomainType Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the domain type of a network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum DomainType
```

## Visual Basic (Declaration)

```
Public Enumeration DomainType
```

## Visual C++

```
public enum class DomainType
```

# Members

<b>Member name</b>	<b>Description</b>
NonDomainNetwork	The network is not an Active Directory network.
DomainNetwork	The network is an Active Directory network, but this machine is not authenticated against it.
DomainAuthenticated	The network is an Active Directory network, and this machine is authenticated against it.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Represents a network on the local machine. It can also represent a collection of network connections with a similar network signature.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public class Network
```

## Visual Basic (Declaration)

```
Public Class Network
```

## Visual C++

```
public ref class Network
```

## **Remarks**

Instances of this class are obtained by calling methods on the [NetworkListManager](#) class.

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.Network...:Network

## See Also

[Network Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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- Include Protected Members
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Network Members

[Network Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [Network](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Category</u></a>	Gets or sets the category of a network. The categories are trusted, untrusted, or authenticated.
	<a href="#"><u>ConnectedTime</u></a>	Gets the local date and time when the network was connected.
	<a href="#"><u>Connections</u></a>	Gets the network connections for the network.
	<a href="#"><u>Connectivity</u></a>	Gets the connectivity state of the network.
	<a href="#"><u>CreatedTime</u></a>	Gets the local date and time when the network was created.
	<a href="#"><u>Description</u></a>	Gets or sets a description for the network.
	<a href="#"><u>DomainType</u></a>	Gets the domain type of the network.
	<a href="#"><u>IsConnected</u></a>	Gets a value that indicates whether there is network connectivity.
	<a href="#"><u>IsConnectedToInternet</u></a>	Gets a value that indicates whether there is Internet connectivity.
	<a href="#"><u>Name</u></a>	Gets or sets the name of the network.
	<a href="#"><u>NetworkId</u></a>	Gets a unique identifier for the network.

## ▣ See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network Methods

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [Network](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## ▣ See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Include Protected Members

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Network Properties

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [Network](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Category</u></a>	Gets or sets the category of a network. The categories are trusted, untrusted, or authenticated.
	<a href="#"><u>ConnectedTime</u></a>	Gets the local date and time when the network was connected.
	<a href="#"><u>Connections</u></a>	Gets the network connections for the network.
	<a href="#"><u>Connectivity</u></a>	Gets the connectivity state of the network.
	<a href="#"><u>CreatedTime</u></a>	Gets the local date and time when the network was created.
	<a href="#"><u>Description</u></a>	Gets or sets a description for the network.
	<a href="#"><u>DomainType</u></a>	Gets the domain type of the network.
	<a href="#"><u>IsConnected</u></a>	Gets a value that indicates whether there is network connectivity.
	<a href="#"><u>IsConnectedToInternet</u></a>	Gets a value that indicates whether there is Internet connectivity.
	<a href="#"><u>Name</u></a>	Gets or sets the name of the network.
	<a href="#"><u>NetworkId</u></a>	Gets a unique identifier for the network.

## ▣ See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:Category Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the category of a network. The categories are trusted, untrusted, or authenticated.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public NetworkCategory Category { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Category As NetworkCategory
```

## Visual C++

```
public:  
property NetworkCategory Category {  
    NetworkCategory get ();  
    void set (NetworkCategory value);  
}
```

## Field Value

A [NetworkCategory](#) value.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:ConnectedTime Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the local date and time when the network was connected.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public DateTime ConnectedTime { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property ConnectedTime As DateTime
```

## Visual C++

```
public:  
property DateTime ConnectedTime {  
    DateTime get ();  
}
```

## Field Value

A DateTime object.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:Connections Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the network connections for the network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public NetworkConnectionCollection Connections { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Connections As NetworkConnectionCollection
```

## Visual C++

```
public:  
property NetworkConnectionCollection^ Connections {  
    NetworkConnectionCollection^ get ();  
}
```

## Field Value

A [NetworkConnectionCollection](#) object.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:Connectivity Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the connectivity state of the network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Connectivity Connectivity { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Connectivity As Connectivity
```

## Visual C++

```
public:  
property Connectivity Connectivity {  
    Connectivity get ();  
}
```

## Field Value

A [Connectivity](#) value.

## **Remarks**

Connectivity provides information on whether the network is connected, and the protocols in use for network traffic.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:CreatedTime Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the local date and time when the network was created.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public DateTime CreatedTime { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property CreatedTime As DateTime
```

## Visual C++

```
public:  
property DateTime CreatedTime {  
    DateTime get ();  
}
```

## Field Value

A DateTime object.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:Description Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a description for the network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public string Description { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Description As String
```

## Visual C++

```
public:  
property String^ Description {  
    String^ get ();  
    void set (String^ value);  
}
```

## Field Value

A String value.

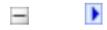
## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:DomainType Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the domain type of the network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public DomainType DomainType { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property DomainType As DomainType
```

## Visual C++

```
public:  
property DomainType DomainType {  
    DomainType get ();  
}
```

## Field Value

A [DomainType](#) value.

## **Remarks**

The domain indicates whether the network is an Active Directory Network, and whether the machine has been authenticated by Active Directory.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:IsConnected Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether there is network connectivity.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool IsConnected { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property IsConnected As Boolean
```

## Visual C++

```
public:  
property bool IsConnected {  
    bool get ();  
}
```

## Field Value

A Boolean value.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:IsConnectedToInternet Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether there is Internet connectivity.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool IsConnectedToInternet { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property IsConnectedToInternet As Boolean
```

## Visual C++

```
public:  
property bool IsConnectedToInternet {  
    bool get ();  
}
```

## Field Value

A Boolean value.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:Name Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets the name of the network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public string Name { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Name As String
```

## Visual C++

```
public:  
property String^ Name {  
    String^ get ();  
    void set (String^ value);  
}
```

## Field Value

A String value.

## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Network...:NetworkId Property

[Network Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a unique identifier for the network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Guid NetworkId { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property NetworkId As Guid
```

## Visual C++

```
public:  
property Guid NetworkId {  
    Guid get ();  
}
```

## Field Value

A Guid value.

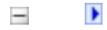
## See Also

[Network Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkCategory Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the trust level for a network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum NetworkCategory
```

## Visual Basic (Declaration)

```
Public Enumeration NetworkCategory
```

## Visual C++

```
public enum class NetworkCategory
```

# Members

<b>Member name</b>	<b>Description</b>
Public	The network is a public (untrusted) network.
Private	The network is a private (trusted) network.
Authenticated	The network is authenticated against an Active Directory domain.

## ▣ See Also

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkCollection Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

An enumerable collection of [Network](#) objects.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class NetworkCollection : IEnumerable<Network>,
    IEnumerable
```

## Visual Basic (Declaration)

```
Public Class NetworkCollection _
    Implements IEnumerable(Of Network), IEnumerable
```

## Visual C++

```
public ref class NetworkCollection : IEnumerable<Network^>,
    IEnumerable
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.Network...:NetworkCollection

## See Also

[NetworkCollection Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkCollection Members

[NetworkCollection Class](#) [Methods](#) [Explicit Interface Implementations](#)

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkCollection](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	<a href="#">GetEnumerator</a>	Returns the strongly typed enumerator for this collection.
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Explicit Interface Implementations

	Name	Description
	<a href="#">IEnumerable...:GetEnumerator</a>	Returns the enumerator for this collection.

## ▣ See Also

[NetworkCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkCollection Methods

[NetworkCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkCollection](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	<a href="#">GetEnumerator</a>	Returns the strongly typed enumerator for this collection.
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Explicit Interface Implementations

Name	Description
 <a href="#">IEnumerable...:GetEnumerator</a>	Returns the enumerator for this collection.

## See Also

[NetworkCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkCollection...:IEnumerable...:GetEnumerator Method

[NetworkCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns the enumerator for this collection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
IEnumerator IEnumerable.GetEnumerator()
```

## Visual Basic (Declaration)

```
Private Function GetEnumerator As IEnumerator  
    Implements IEnumerable.GetEnumerator
```

## Visual C++

```
private:  
virtual IEnumerator^ GetEnumerator() sealed = IEnumerable::GetEnumer
```

## Return Value

An IEnumerator object.

## Implements

```
IEnumerable...::GetEnumerator()
```

## See Also

[NetworkCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Vista Bridge Library for Managed code development

NetworkCollection...:GetEnumerator Method

[NetworkCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns the strongly typed enumerator for this collection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public IEnumerable<Network> GetEnumerator()
```

## Visual Basic (Declaration)

```
Public Function GetEnumerator As IEnumerable(Of Network)
```

## Visual C++

```
public:  
virtual IEnumerable<Network^> GetEnumerator() sealed
```

## Return Value

An IEnumerable<(Of <(T)>>) object.

## Implements

```
IEnumerable<(Of <(T)>>)...:GetEnumerator()
```

## See Also

[NetworkCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Represents a connection to a network.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class NetworkConnection
```

## Visual Basic (Declaration)

```
Public Class NetworkConnection
```

## Visual C++

```
public ref class NetworkConnection
```

## **Remarks**

A collection containing instances of this class is obtained by calling the [Connections](#) property.

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.Network...:NetworkConnection

## See Also

[NetworkConnection Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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- Include Protected Members
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NetworkConnection Members

[NetworkConnection Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkConnection](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	<a href="#">GetNetwork</a>	Retrieves an object that represents the network associated with this connection.
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>AdapterId</u></a>	Gets the adapter identifier for this connection.
	<a href="#"><u>ConnectionId</u></a>	Gets the unique identifier for this connection.
	<a href="#"><u>Connectivity</u></a>	Gets a value that indicates the connectivity of this connection.
	<a href="#"><u>DomainType</u></a>	Gets a value that indicates whether the network associated with this connection is an Active Directory network and whether the machine has been authenticated by Active Directory.
	<a href="#"><u>IsConnected</u></a>	Gets a value that indicates whether this connection has network connectivity.
	<a href="#"><u>IsConnectedToInternet</u></a>	Gets a value that indicates whether this connection has Internet access.

## See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection Methods

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkConnection](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	<a href="#">GetNetwork</a>	Retrieves an object that represents the network associated with this connection.
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## ▣ See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection...:GetNetwork Method

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Retrieves an object that represents the network associated with this connection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Network GetNetwork()
```

## Visual Basic (Declaration)

```
Public Function GetNetwork As Network
```

## Visual C++

```
public:  
Network^ GetNetwork()
```

## Return Value

A [Network](#) object.

## See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection Properties

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkConnection](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#">AdapterId</a>	Gets the adapter identifier for this connection.
	<a href="#">ConnectionId</a>	Gets the unique identifier for this connection.
	<a href="#">Connectivity</a>	Gets a value that indicates the connectivity of this connection.
	<a href="#">DomainType</a>	Gets a value that indicates whether the network associated with this connection is an Active Directory network and whether the machine has been authenticated by Active Directory.
	<a href="#">IsConnected</a>	Gets a value that indicates whether this connection has network connectivity.
	<a href="#">IsConnectedToInternet</a>	Gets a value that indicates whether this connection has Internet access.

## ▣ See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection...:AdapterId Property

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the adapter identifier for this connection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Guid AdapterId { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property AdapterId As Guid
```

## Visual C++

```
public:  
property Guid AdapterId {  
    Guid get ();  
}
```

## Field Value

A Guid object.

## See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection...:ConnectionId Property

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the unique identifier for this connection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public Guid ConnectionId { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property ConnectionId As Guid
```

## Visual C++

```
public:  
property Guid ConnectionId {  
    Guid get ();  
}
```

## Field Value

A Guid object.

## See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection...:Connectivity Property

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates the connectivity of this connection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public Connectivity Connectivity { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Connectivity As Connectivity
```

## Visual C++

```
public:  
property Connectivity Connectivity {  
    Connectivity get ();  
}
```

## Field Value

A [Connectivity](#) value.

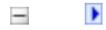
## See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection...:DomainType Property

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether the network associated with this connection is an Active Directory network and whether the machine has been authenticated by Active Directory.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public DomainType DomainType { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property DomainType As DomainType
```

## Visual C++

```
public:  
property DomainType DomainType {  
    DomainType get ();  
}
```

## Field Value

A [DomainType](#) value.

## See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection...:IsConnected Property

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether this connection has network connectivity.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool IsConnected { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property IsConnected As Boolean
```

## Visual C++

```
public:  
property bool IsConnected {  
    bool get ();  
}
```

## Field Value

A Boolean value.

## See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnection...:IsConnectedToInternet Property

[NetworkConnection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether this connection has Internet access.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public bool IsConnectedToInternet { get; }
```

## **Visual Basic (Declaration)**

```
Public ReadOnly Property IsConnectedToInternet As Boolean
```

## **Visual C++**

```
public:  
property bool IsConnectedToInternet {  
    bool get ();  
}
```

## **Field Value**

A Boolean value.

## See Also

[NetworkConnection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnectionCollection Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

An enumerable collection of [NetworkConnection](#) objects.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class NetworkConnectionCollection : IEnumerable<NetworkConne  
    IEnumerable
```

## Visual Basic (Declaration)

```
Public Class NetworkConnectionCollection _  
    Implements IEnumerable(Of NetworkConnection), IEnumerable
```

## Visual C++

```
public ref class NetworkConnectionCollection : IEnumerable<NetworkC  
    IEnumerable
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.Network...:NetworkConnectionC

## See Also

[NetworkConnectionCollection Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnectionCollection Members

[NetworkConnectionCollection Class](#) [Methods](#)

[Explicit Interface Implementations](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkConnectionCollection](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	<a href="#">GetEnumerator</a>	Returns the strongly typed enumerator for this collection.
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Explicit Interface Implementations

Name	Description
 <a href="#">IEnumerable...:GetEnumerator</a>	Returns the enumerator for this collection.

## See Also

[NetworkConnectionCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnectionCollection Methods

[NetworkConnectionCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkConnectionCollection](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	<a href="#">GetEnumerator</a>	Returns the strongly typed enumerator for this collection.
	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Explicit Interface Implementations

Name	Description
 <a href="#">IEnumerable...:GetEnumerator</a>	Returns the enumerator for this collection.

## See Also

[NetworkConnectionCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnectionCollection...:IEnumerable...:GetEnumerator Method

[NetworkConnectionCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns the enumerator for this collection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
IEnumerator IEnumerable.GetEnumerator()
```

## Visual Basic (Declaration)

```
Private Function GetEnumerator As IEnumerator  
    Implements IEnumerable.GetEnumerator
```

## Visual C++

```
private:  
virtual IEnumerator^ GetEnumerator() sealed = IEnumerable::Enumerate
```

## Return Value

A IEnumerator object.

## Implements

```
IEnumerable...::GetEnumerator()
```

## See Also

[NetworkConnectionCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnectionCollection...:GetEnumerator Method

[NetworkConnectionCollection Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns the strongly typed enumerator for this collection.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public IEnumerable<NetworkConnection> GetEnumerator()
```

## Visual Basic (Declaration)

```
Public Function GetEnumerator As IEnumerable(Of NetworkConnection)
```

## Visual C++

```
public:  
virtual IEnumerable<NetworkConnection> GetEnumerator() sealed
```

## Return Value

A `IEnumerable<(Of <(T)>>)` object.

## Implements

`IEnumerable<(Of <(T)>>)...:GetEnumerator()`

## See Also

[NetworkConnectionCollection Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkConnectivityLevels Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the level of connectivity for networks returned by the [NetworkListManager](#) class.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
[FlagsAttribute]  
public enum NetworkConnectivityLevels
```

## Visual Basic (Declaration)

```
<FlagsAttribute> _  
Public Enumeration NetworkConnectivityLevels
```

## Visual C++

```
[FlagsAttribute]  
public enum class NetworkConnectivityLevels
```

# Members

<b>Member name</b>	<b>Description</b>
Connected	Networks that the machine is connected to.
Disconnected	Networks that the machine is not connected to.
All	All networks.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides access to objects that represent networks and network connections.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static class NetworkListManager
```

## Visual Basic (Declaration)

```
Public NotInheritable Class NetworkListManager
```

## Visual C++

```
public ref class NetworkListManager abstract sealed
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.Network...:NetworkListManager

## See Also

[NetworkListManager Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager Members

[NetworkListManager Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkListManager](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">GetNetwork</a>	Retrieves the <a href="#">Network</a> identified by the specified network identifier.
	<a href="#">GetNetworkConnection</a>	Retrieves the <a href="#">NetworkConnection</a> identified by the specified connection identifier.
	<a href="#">GetNetworkConnections</a>	Retrieves a collection of <a href="#">NetworkConnection</a> objects that represent the connections for this machine.
	<a href="#">GetNetworks</a>	Retrieves a collection of <a href="#">Network</a> objects that represent the networks defined for this machine.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Connectivity</u></a>	Gets the connectivity state of this machine.
	<a href="#"><u>IsConnected</u></a>	Gets a value that indicates whether this machine has network connectivity.
	<a href="#"><u>IsConnectedToInternet</u></a>	Gets a value that indicates whether this machine has Internet connectivity.

## See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager Methods

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkListManager](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">GetNetwork</a>	Retrieves the <a href="#">Network</a> identified by the specified network identifier.
	<a href="#">GetNetworkConnection</a>	Retrieves the <a href="#">NetworkConnection</a> identified by the specified connection identifier.
	<a href="#">GetNetworkConnections</a>	Retrieves a collection of <a href="#">NetworkConnection</a> objects that represent the connections for this machine.
	<a href="#">GetNetworks</a>	Retrieves a collection of <a href="#">Network</a> objects that represent the networks defined for this machine.

## ▣ See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager...:GetNetwork Method

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Retrieves the [Network](#) identified by the specified network identifier.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public static Network GetNetwork(  
    Guid networkId  
)
```

## Visual Basic (Declaration)

```
Public Shared Function GetNetwork ( _  
    networkId As Guid _  
) As Network
```

## Visual C++

```
public:  
static Network^ GetNetwork(  
    Guid networkId  
)
```

## Parameters

networkId

Type: System...:Guid

A Guid that specifies the unique identifier for the network.

## Return Value

The [Network](#) that represents the network identified by the identifier.

## See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager...:GetNetworkConnection Method

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Retrieves the [NetworkConnection](#) identified by the specified connection identifier.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public static NetworkConnection GetNetworkConnection(  
    Guid networkConnectionId  
)
```

## Visual Basic (Declaration)

```
Public Shared Function GetNetworkConnection ( _  
    networkConnectionId As Guid _  
) As NetworkConnection
```

## Visual C++

```
public:  
static NetworkConnection^ GetNetworkConnection(  
    Guid networkConnectionId  
)
```

## Parameters

networkConnectionId

Type: System...:Guid

A Guid that specifies the unique identifier for the network connection.

## Return Value

The [NetworkConnection](#) identified by the specified identifier.

## See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager...:GetNetworkConnections Method

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Retrieves a collection of [NetworkConnection](#) objects that represent the connections for this machine.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public static NetworkConnectionCollection GetNetworkConnections()
```

## Visual Basic (Declaration)

```
Public Shared Function GetNetworkConnections As NetworkConnectionCo
```

## Visual C++

```
public:  
static NetworkConnectionCollection^ GetNetworkConnections()
```

## Return Value

A [NetworkConnectionCollection](#) containing the network connections.

## See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager...:GetNetworks Method

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Retrieves a collection of [Network](#) objects that represent the networks defined for this machine.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public static NetworkCollection GetNetworks(  
    NetworkConnectivityLevels level  
)
```

## Visual Basic (Declaration)

```
Public Shared Function GetNetworks ( _  
    level As NetworkConnectivityLevels _  
) As NetworkCollection
```

## Visual C++

```
public:  
static NetworkCollection^ GetNetworks(  
    NetworkConnectivityLevels level  
)
```

## Parameters

level

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.Network...:NetworkConnectiv](#)

The [NetworkConnectivityLevels](#) that specify the connectivity level of the returned [Network](#) objects.

## Return Value

A [NetworkCollection](#) of [Network](#) objects.

## See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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- Include Inherited Members

Vista Bridge Library for Managed code development

NetworkListManager Properties

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [NetworkListManager](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Connectivity</u></a>	Gets the connectivity state of this machine.
	<a href="#"><u>IsConnected</u></a>	Gets a value that indicates whether this machine has network connectivity.
	<a href="#"><u>IsConnectedToInternet</u></a>	Gets a value that indicates whether this machine has Internet connectivity.

## ▣ See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager...:Connectivity Property

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the connectivity state of this machine.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public static Connectivity Connectivity { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Connectivity As Connectivity
```

## Visual C++

```
public:  
static property Connectivity Connectivity {  
    Connectivity get ();  
}
```

## Field Value

A [Connectivity](#) value.

## See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Vista Bridge Library for Managed code development

NetworkListManager...:IsConnected Property

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether this machine has network connectivity.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static bool IsConnected { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property IsConnected As Boolean
```

## Visual C++

```
public:  
static property bool IsConnected {  
    bool get ();  
}
```

## Field Value

A Boolean value.

## See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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NetworkListManager...:IsConnectedToInternet Property

[NetworkListManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether this machine has Internet connectivity.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.Network](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public static bool IsConnectedToInternet { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property IsConnectedToInternet As Boolean
```

## **Visual C++**

```
public:  
static property bool IsConnectedToInternet {  
    bool get ();  
}
```

## **Field Value**

A Boolean value.

## See Also

[NetworkListManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.Network Namespace](#)

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Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace

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**[This is preliminary documentation and is subject to change.]**

Provides access to the power settings and power setting change notifications for this system.

# Classes

	<b>Class</b>	<b>Description</b>
	<a href="#"><u>BatteryState</u></a>	A snapshot of the state of the battery.
	<a href="#"><u>PowerManager</u></a>	Enables registration for power-related event notifications and provides access to power settings.

# Enumerations

	<b>Enumeration</b>	<b>Description</b>
	<a href="#">PowerPersonality</a>	Specifies the supported power personalities.
	<a href="#">PowerSource</a>	Specifies the power source currently supplying power to the system.

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BatteryState Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

A snapshot of the state of the battery.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class BatteryState
```

## Visual Basic (Declaration)

```
Public Class BatteryState
```

## Visual C++

```
public ref class BatteryState
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement...:BatteryStat

## See Also

[BatteryState Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState Members

[BatteryState Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [BatteryState](#) type exposes the following members.

# Methods

	Name	Description
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	<a href="#">ToString</a>	Generates a string that represents this <b>BatteryState</b> object. (Overrides Object...:ToString()().)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>ACOnline</u></a>	Gets a value that indicates whether the battery charger is operating on external power.
	<a href="#"><u>CurrentCharge</u></a>	Gets the current charge of the battery (in mW).
	<a href="#"><u>DischargeRate</u></a>	Gets the rate of discharge for the battery (in mW).
	<a href="#"><u>EstimatedTimeRemaining</u></a>	Gets the estimated time remaining until the battery is empty.
	<a href="#"><u>MaxCharge</u></a>	Gets the maximum charge of the battery (in mW).
	<a href="#"><u>SuggestedBatteryWarningCharge</u></a>	Gets the manufacturer's suggested battery charge level that should cause a warning to be sent to the user.
	<a href="#"><u>SuggestedCriticalBatteryCharge</u></a>	Gets the manufacturer's suggested battery charge level that should cause a critical alert to be sent to the user.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState Methods

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**[This is preliminary documentation and is subject to change.]**

The [BatteryState](#) type exposes the following members.

# Methods

	Name	Description
🔗	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
💡	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
🔗	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
🔗	<a href="#">ToString</a>	Generates a string that represents this <b>BatteryState</b> object. (Overrides Object...:ToString()().)

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState...::ToString Method

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

Generates a string that represents this **BatteryState** object.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public override string ToString()
```

## Visual Basic (Declaration)

```
Public Overrides Function ToString As String
```

## Visual C++

```
public:  
virtual String^ ToString() override
```

## Return Value

A String representation of this object's current state.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState Properties

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [BatteryState](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>ACOnline</u></a>	Gets a value that indicates whether the battery charger is operating on external power.
	<a href="#"><u>CurrentCharge</u></a>	Gets the current charge of the battery (in mW).
	<a href="#"><u>DischargeRate</u></a>	Gets the rate of discharge for the battery (in mW).
	<a href="#"><u>EstimatedTimeRemaining</u></a>	Gets the estimated time remaining until the battery is empty.
	<a href="#"><u>MaxCharge</u></a>	Gets the maximum charge of the battery (in mW).
	<a href="#"><u>SuggestedBatteryWarningCharge</u></a>	Gets the manufacturer's suggested battery charge level that should cause a warning to be sent to the user.
	<a href="#"><u>SuggestedCriticalBatteryCharge</u></a>	Gets the manufacturer's suggested battery charge level that should cause a critical alert to be sent to the user.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState...:ACOnline Property

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether the battery charger is operating on external power.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool ACOonline { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property ACOonline As Boolean
```

## Visual C++

```
public:  
property bool ACOonline {  
    bool get ();  
}
```

## Field Value

A Boolean value. **True** indicates the battery charger is operating on AC power.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState...:CurrentCharge Property

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the current charge of the battery (in mW).

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int CurrentCharge { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property CurrentCharge As Integer
```

## Visual C++

```
public:  
property int CurrentCharge {  
    int get ();  
}
```

## Field Value

An Int32 value.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState...:DischargeRate Property

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the rate of discharge for the battery (in mW).

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int DischargeRate { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property DischargeRate As Integer
```

## Visual C++

```
public:  
property int DischargeRate {  
    int get ();  
}
```

## Field Value

An Int32 value.

## **Remarks**

A negative value indicates the charge rate. Not all batteries support charge rate.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState...:EstimatedTimeRemaining Property

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the estimated time remaining until the battery is empty.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public TimeSpan EstimatedTimeRemaining { get; }
```

## **Visual Basic (Declaration)**

```
Public ReadOnly Property EstimatedTimeRemaining As TimeSpan
```

## **Visual C++**

```
public:  
property TimeSpan EstimatedTimeRemaining {  
    TimeSpan get ();  
}
```

## **Field Value**

A TimeSpan object.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState...:MaxCharge Property

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the maximum charge of the battery (in mW).

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public int MaxCharge { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property MaxCharge As Integer
```

## Visual C++

```
public:  
property int MaxCharge {  
    int get ();  
}
```

## Field Value

An Int32 value.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState...::SuggestedBatteryWarningCharge Property

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the manufacturer's suggested battery charge level that should cause a warning to be sent to the user.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public int SuggestedBatteryWarningCharge { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property SuggestedBatteryWarningCharge As Integer
```

## Visual C++

```
public:  
property int SuggestedBatteryWarningCharge {  
    int get ();  
}
```

## Field Value

An Int32 value.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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BatteryState...::SuggestedCriticalBatteryCharge Property

[BatteryState Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the manufacturer's suggested battery charge level that should cause a critical alert to be sent to the user.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# **Syntax**

## **C#**

```
public int SuggestedCriticalBatteryCharge { get; }
```

## **Visual Basic (Declaration)**

```
Public ReadOnly Property SuggestedCriticalBatteryCharge As Integer
```

## **Visual C++**

```
public:  
property int SuggestedCriticalBatteryCharge {  
    int get ();  
}
```

## **Field Value**

An Int32 value.

## See Also

[BatteryState Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Enables registration for power-related event notifications and provides access to power settings.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static class PowerManager
```

## Visual Basic (Declaration)

```
Public NotInheritable Class PowerManager
```

## Visual C++

```
public ref class PowerManager abstract sealed
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement...:PowerMana

## See Also

[PowerManager Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager Members

[PowerManager Class](#) [Methods](#) [Properties](#) [Events](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [PowerManager](#) type exposes the following members.

## Methods

	Name	Description
	<a href="#">GetCurrentBatteryState</a>	Gets a snapshot of the current battery state.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>BatteryLifePercent</u></a>	Gets a value that indicates the remaining battery life (as a percentage of the full battery charge). This value is in the range 0-100, where 0 is not charged and 100 is fully charged.
	<a href="#"><u>IsBatteryPresent</u></a>	Gets a value that indicates whether a battery is present. The battery can be a short term battery.
	<a href="#"><u>IsBatteryShortTerm</u></a>	Gets a value that indicates whether the battery is a short term battery.
	<a href="#"><u>IsMonitorOn</u></a>	Gets a value that indicates whether the monitor is on.
	<a href="#"><u>IsUpsPresent</u></a>	Gets a value that indicates a UPS is present to prevent sudden loss of power.
	<a href="#"><u>MonitorRequired</u></a>	Gets or sets a value that indicates whether the monitor is set to remain active.
	<a href="#"><u>PowerPersonality</u></a>	Gets a value that indicates the current power scheme.
	<a href="#"><u>PowerSource</u></a>	Gets the current power source.
	<a href="#"><u>RequestBlockSleep</u></a>	Gets or sets a value that indicates whether the system is required to be in the working state.

# Events

	<b>Name</b>	<b>Description</b>
⚡S	<a href="#">BatteryLifePercentChanged</a>	Raised when the remaining battery life changes.
⚡S	<a href="#">IsMonitorOnChanged</a>	Raised when the monitor status changes.
⚡S	<a href="#">PowerPersonalityChanged</a>	Raised each time the active power scheme changes.
⚡S	<a href="#">PowerSourceChanged</a>	Raised when the power source changes.
⚡S	<a href="#">SystemBusyChanged</a>	Raised when the system will not be moving into an idle state in the near future so applications should perform any tasks that would otherwise prevent the computer from entering an idle state.

## ▣ **See Also**

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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Vista Bridge Library for Managed code development

PowerManager Methods

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [PowerManager](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">GetCurrentBatteryState</a>	Gets a snapshot of the current battery state.

## ▣ See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:GetCurrentBatteryState Method

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a snapshot of the current battery state.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static BatteryState GetCurrentBatteryState()
```

## Visual Basic (Declaration)

```
Public Shared Function GetCurrentBatteryState As BatteryState
```

## Visual C++

```
public:  
static BatteryState^ GetCurrentBatteryState()
```

## Return Value

A [BatteryState](#) instance that represents the state of the battery at the time this method was called.

# Exceptions

<b>Exception</b>	<b>Condition</b>
System....InvalidOperationException	The system does not have a battery.
System....PlatformNotSupportedException	Requires XP/Windows Server 2003 or higher.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager Properties

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**[This is preliminary documentation and is subject to change.]**

The [PowerManager](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>BatteryLifePercent</u></a>	Gets a value that indicates the remaining battery life (as a percentage of the full battery charge). This value is in the range 0-100, where 0 is not charged and 100 is fully charged.
	<a href="#"><u>IsBatteryPresent</u></a>	Gets a value that indicates whether a battery is present. The battery can be a short term battery.
	<a href="#"><u>IsBatteryShortTerm</u></a>	Gets a value that indicates whether the battery is a short term battery.
	<a href="#"><u>IsMonitorOn</u></a>	Gets a value that indicates whether the monitor is on.
	<a href="#"><u>IsUpsPresent</u></a>	Gets a value that indicates a UPS is present to prevent sudden loss of power.
	<a href="#"><u>MonitorRequired</u></a>	Gets or sets a value that indicates whether the monitor is set to remain active.
	<a href="#"><u>PowerPersonality</u></a>	Gets a value that indicates the current power scheme.
	<a href="#"><u>PowerSource</u></a>	Gets the current power source.
	<a href="#"><u>RequestBlockSleep</u></a>	Gets or sets a value that indicates whether the system is required to be in the working state.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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C#  Visual Basic

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Vista Bridge Library for Managed code development

PowerManager...:BatteryLifePercent Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates the remaining battery life (as a percentage of the full battery charge). This value is in the range 0-100, where 0 is not charged and 100 is fully charged.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static int BatteryLifePercent { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property BatteryLifePercent As Integer
```

## Visual C++

```
public:  
static property int BatteryLifePercent {  
    int get ();  
}
```

## Field Value

An Int32 value.

# Exceptions

<b>Exception</b>	<b>Condition</b>
System....InvalidOperationException	The system does not have a battery.
System....PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:IsBatteryPresent Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether a battery is present. The battery can be a short term battery.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static bool IsBatteryPresent { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property IsBatteryPresent As Boolean
```

## Visual C++

```
public:  
static property bool IsBatteryPresent {  
    bool get ();  
}
```

## Field Value

A Boolean value.

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:PlatformNotSupportedException	Requires XP/Windows Server 2003 or higher.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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Vista Bridge Library for Managed code development

PowerManager...:IsBatteryShortTerm Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether the battery is a short term battery.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static bool IsBatteryShortTerm { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property IsBatteryShortTerm As Boolean
```

## Visual C++

```
public:  
static property bool IsBatteryShortTerm {  
    bool get ();  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System...:PlatformNotSupportedException	Requires XP/Windows Server 2003 or higher.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:IsMonitorOn Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates whether the monitor is on.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static bool IsMonitorOn { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property IsMonitorOn As Boolean
```

## Visual C++

```
public:  
static property bool IsMonitorOn {  
    bool get ();  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System...:PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:IsUpsPresent Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates a UPS is present to prevent sudden loss of power.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static bool IsUpsPresent { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property IsUpsPresent As Boolean
```

## **Visual C++**

```
public:  
static property bool IsUpsPresent {  
    bool get ();  
}
```

## **Field Value**

A Boolean value.

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:PlatformNotSupportedException	Requires XP/Windows Server 2003 or higher.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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Vista Bridge Library for Managed code development

PowerManager...:MonitorRequired Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that indicates whether the monitor is set to remain active.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static bool MonitorRequired { get; set; }
```

## Visual Basic (Declaration)

```
Public Shared Property MonitorRequired As Boolean
```

## Visual C++

```
public:  
static property bool MonitorRequired {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value. **True** if the monitor is required to remain on.

## **Remarks**

This information is typically used by applications that display information but do not require user interaction. For example, video playback applications.

# Permissions

Permission	Description
System.Security.Permissions...::SecurityPermission	to set this property. Demand value: Demand; Named Permission Sets: <b>FullTrust</b> .

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:PlatformNotSupportedException	Requires XP/Windows Server 2003 or higher.
System.Security...:SecurityException	The caller does not have sufficient privileges to set this property.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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Vista Bridge Library for Managed code development

PowerManager...:PowerPersonality Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets a value that indicates the current power scheme.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static PowerPersonality PowerPersonality { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PowerPersonality As PowerPersonality
```

## Visual C++

```
public:  
static property PowerPersonality PowerPersonality {  
    PowerPersonality get ();  
}
```

## Field Value

A [PowerPersonality](#) value.

# Exceptions

Exception	Condition
System...:PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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C#  Visual Basic

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Vista Bridge Library for Managed code development

PowerManager...:PowerSource Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the current power source.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static PowerSource PowerSource { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PowerSource As PowerSource
```

## Visual C++

```
public:  
static property PowerSource PowerSource {  
    PowerSource get ();  
}
```

## Field Value

A [PowerSource](#) value.

# Exceptions

Exception	Condition
System...:PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:RequestBlockSleep Property

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that indicates whether the system is required to be in the working state.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static bool RequestBlockSleep { get; set; }
```

## Visual Basic (Declaration)

```
Public Shared Property RequestBlockSleep As Boolean
```

## Visual C++

```
public:  
static property bool RequestBlockSleep {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

# Permissions

Permission	Description
System.Security.Permissions...::SecurityPermission	to set this property. Demand value: Demand; Named Permission Sets: <b>FullTrust</b> .

# Exceptions

<b>Exception</b>	<b>Condition</b>
System....PlatformNotSupportedException	Requires XP/Windows Server 2003 or higher.
System.Security....SecurityException	The caller does not have sufficient privileges to set this property.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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Vista Bridge Library for Managed code development

PowerManager Events

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [PowerManager](#) type exposes the following members.

# Events

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>BatteryLifePercentChanged</u></a>	Raised when the remaining battery life changes.
	<a href="#"><u>IsMonitorOnChanged</u></a>	Raised when the monitor status changes.
	<a href="#"><u>PowerPersonalityChanged</u></a>	Raised each time the active power scheme changes.
	<a href="#"><u>PowerSourceChanged</u></a>	Raised when the power source changes.
	<a href="#"><u>SystemBusyChanged</u></a>	Raised when the system will not be moving into an idle state in the near future so applications should perform any tasks that would otherwise prevent the computer from entering an idle state.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:BatteryLifePercentChanged Event

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the remaining battery life changes.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static event EventHandler BatteryLifePercentChanged
```

## Visual Basic (Declaration)

```
Public Shared Event BatteryLifePercentChanged As EventHandler
```

## Visual C++

```
public:  
static event EventHandler^ BatteryLifePercentChanged {  
    void add (EventHandler^ value);  
    void remove (EventHandler^ value);  
}
```

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:InvalidOperationException	The event handler specified for removal was not registered.
System...:PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:IsMonitorOnChanged Event

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the monitor status changes.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static event EventHandler IsMonitorOnChanged
```

## Visual Basic (Declaration)

```
Public Shared Event IsMonitorOnChanged As EventHandler
```

## Visual C++

```
public:  
static event EventHandler^ IsMonitorOnChanged {  
    void add (EventHandler^ value);  
    void remove (EventHandler^ value);  
}
```

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:InvalidOperationException	The event handler specified for removal was not registered.
System...:PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:PowerPersonalityChanged Event

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised each time the active power scheme changes.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static event EventHandler PowerPersonalityChanged
```

## Visual Basic (Declaration)

```
Public Shared Event PowerPersonalityChanged As EventHandler
```

## Visual C++

```
public:  
static event EventHandler^ PowerPersonalityChanged {  
    void add (EventHandler^ value);  
    void remove (EventHandler^ value);  
}
```

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:InvalidOperationException	The event handler specified for removal was not registered.
System...:PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:PowerSourceChanged Event

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the power source changes.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static event EventHandler PowerSourceChanged
```

## Visual Basic (Declaration)

```
Public Shared Event PowerSourceChanged As EventHandler
```

## Visual C++

```
public:  
static event EventHandler^ PowerSourceChanged {  
    void add (EventHandler^ value);  
    void remove (EventHandler^ value);  
}
```

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:InvalidOperationException	The event handler specified for removal was not registered.
System...:PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerManager...:SystemBusyChanged Event

[PowerManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Raised when the system will not be moving into an idle state in the near future so applications should perform any tasks that would otherwise prevent the computer from entering an idle state.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public static event EventHandler SystemBusyChanged
```

## Visual Basic (Declaration)

```
Public Shared Event SystemBusyChanged As EventHandler
```

## Visual C++

```
public:  
static event EventHandler^ SystemBusyChanged {  
    void add (EventHandler^ value);  
    void remove (EventHandler^ value);  
}
```

# Exceptions

<b>Exception</b>	<b>Condition</b>
System...:InvalidOperationException	The event handler specified for removal was not registered.
System...:PlatformNotSupportedException	Requires Vista/Windows Server 2008.

## See Also

[PowerManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerPersonality Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the supported power personalities.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum PowerPersonality
```

## Visual Basic (Declaration)

```
Public Enumeration PowerPersonality
```

## Visual C++

```
public enum class PowerPersonality
```

# Members

<b>Member name</b>	<b>Description</b>
HighPerformance	Power settings designed to deliver maximum performance at the expense of power consumption savings.
PowerSaver	Power settings designed consume minimum power at the expense of system performance and responsiveness.
Automatic	Power settings designed to balance performance and power consumption.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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PowerSource Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies the power source currently supplying power to the system.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum PowerSource
```

## Visual Basic (Declaration)

```
Public Enumeration PowerSource
```

## Visual C++

```
public enum class PowerSource
```

# Members

<b>Member name</b>	<b>Description</b>
AC	The computer is powered by an AC power source or a similar device, such as a laptop powered by a 12V automotive adapter.
Battery	The computer is powered by a built-in battery. A battery has a limited amount of power; applications should conserve resources where possible.
Ups	The computer is powered by a short-term power source such as a UPS device.

## **Remarks**

Application should be aware of the power source because some power sources provide a finite power supply. An application might take steps to conserve power while the system is using such a source.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library.PowerManagement Namespace](#)

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Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace

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**[This is preliminary documentation and is subject to change.]**

Provides access to bitmaps for standard system icons.

# Classes

	<b>Class</b>	<b>Description</b>
	<a href="#">StockIcon</a>	Represents a standard system icon.
	<a href="#">StockIcons</a>	Static class that provides access to the standard system icons.

# Enumerations

	<b>Enumeration</b>	<b>Description</b>
	<a href="#">StockIconIdentifier</a>	Provides values used to specify which standard icon to retrieve.
	<a href="#">StockIconOptions</a>	Specifies options for the appearance of the stock icon.

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StockIcon Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Represents a standard system icon.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public class StockIcon : MarkupExtension
```

## Visual Basic (Declaration)

```
Public Class StockIcon _  
    Inherits MarkupExtension
```

## Visual C++

```
public ref class StockIcon : public MarkupExtension
```

## **Remarks**

This class supports Xaml markup.

# **Inheritance Hierarchy**

System...:Object

System.Windows.Markup...:MarkupExtension

Microsoft.SDK.Samples.VistaBridge.Library.StockIcons...:StockIcon

## See Also

[StockIcon Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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Vista Bridge Library for Managed code development

StockIcon Members

[StockIcon Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [StockIcon](#) type exposes the following members.

# Constructors

Name	Description
<a href="#">StockIcon</a>	Overloaded.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#">Check</a>	Checks whether the icon has already been retrieved.
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	<a href="#">GetBitmapSource</a>	Creates a BitmapSource object for the specified icon.
	<a href="#">GetHashCode</a>	Gets the hash code for this instance. (Overrides Object...::GetHashCode()().)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	<a href="#">ProvideValue</a>	Returns the bitmap for the icon represented by this instance. (Overrides MarkupExtension...::ProvideValue(IServiceProvider).)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Bitmap</u></a>	Gets the bitmap for the icon represented by this instance.
	<a href="#"><u>Identifier</u></a>	Gets or sets a value that indicates which standard icon is represented by this instance.
	<a href="#"><u>LinkOverlay</u></a>	Gets or sets a value that controls whether to put a link overlay on the icon.
	<a href="#"><u>Selected</u></a>	Gets or sets a value indicating whether the icon appears selected.
	<a href="#"><u>ShellSize</u></a>	Gets or sets a value that controls whether the icon is shell sized.
	<a href="#"><u>Small</u></a>	Gets or sets a value that controls whether the small version of the icon is used.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon Constructor

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

## Overload List

	<b>Name</b>	<b>Description</b>
◆	<a href="#">StockIcon()</a>	Creates a new StockIcon instance.
◆	<a href="#">StockIcon(StockIconIdentifier)</a>	Creates a new StockIcon instance with the specified identifier.
◆	<a href="#">StockIcon(StockIconIdentifier, StockIconOptions)</a>	Creates a new StockIcon instance with the specified <a href="#">StockIconIdentifier</a> and <a href="#">StockIconOptions</a> values.

## See Also

[StockIcon Class](#)

[StockIcon Members](#)

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StockIcon Constructor

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new StockIcon instance.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public StockIcon()
```

## Visual Basic (Declaration)

```
Public Sub New
```

## Visual C++

```
public:  
StockIcon()
```

## See Also

[StockIcon Class](#)

[StockIcon Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon Constructor (StockIconIdentifier)

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new StockIcon instance with the specified identifier.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public StockIcon(  
    StockIconIdentifier identifier  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    identifier As StockIconIdentifier _  
)
```

## Visual C++

```
public:  
StockIcon(  
    StockIconIdentifier identifier  
)
```

## Parameters

identifier

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons...::StockIconIdenti](#)

A value that identifies the icon represented by this instance.

## See Also

[StockIcon Class](#)

[StockIcon Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon Constructor (StockIconIdentifier, StockIconOptions)

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a new StockIcon instance with the specified [StockIconIdentifier](#) and [StockIconOptions](#) values.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public StockIcon(  
    StockIconIdentifier identifier,  
    StockIconOptions options  
)
```

## Visual Basic (Declaration)

```
Public Sub New ( _  
    identifier As StockIconIdentifier, _  
    options As StockIconOptions _  
)
```

## Visual C++

```
public:  
StockIcon(  
    StockIconIdentifier identifier,  
    StockIconOptions options  
)
```

## Parameters

identifier

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons...::StockIconIdenti](#)

A value that identifies the icon represented by this instance.

options

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons...::StockIconOptio](#)

A set of values that controls the visual representation of the icon.

## See Also

[StockIcon Class](#)

[StockIcon Overload](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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Include Protected Members

Include Inherited Members

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StockIcon Methods

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [StockIcon](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#">Check</a>	Checks whether the icon has already been retrieved.
	Equals	Determines whether the specified Object is equal to the current Object. (Inherited from Object.)
	Finalize	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
	 <a href="#">GetBitmapSource</a>	Creates a BitmapSource object for the specified icon.
	<a href="#">GetHashCode</a>	Gets the hash code for this instance. (Overrides Object...::GetHashCode()().)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	<a href="#">ProvideValue</a>	Returns the bitmap for the icon represented by this instance. (Overrides MarkupExtension...::ProvideValue(IServiceProvider).)
	ToString	Returns a String that represents the current Object. (Inherited from Object.)

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...:Check Method

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Checks whether the icon has already been retrieved.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
protected void Check()
```

## **Visual Basic (Declaration)**

```
Protected Sub Check
```

## **Visual C++**

```
protected:  
void Check()
```

## **Remarks**

This method is used by property setters to ensure that property values are not modified after the icon has been retrieved.

# Exceptions

Exception	Condition
System....InvalidOperationException	You cannot modify the properties of a StockIcon object after its bitmap has been created.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...::GetBitmapSource Method

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Creates a BitmapSource object for the specified icon.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
protected internal static BitmapSource GetBitmapSource(  
    StockIconIdentifier identifier,  
    StockIconOptions options  
)
```

## Visual Basic (Declaration)

```
Protected Friend Shared Function GetBitmapSource ( _  
    identifier As StockIconIdentifier, _  
    options As StockIconOptions _  
) As BitmapSource
```

## Visual C++

```
protected public:  
static BitmapSource^ GetBitmapSource(  
    StockIconIdentifier identifier,  
    StockIconOptions options  
)
```

## Parameters

identifier

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons...::StockIconIdenti](#)

The identifier for the icon represented by this instance.

options

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons...::StockIconOptio](#)

Settings that control the visual representation of the icon.

## Return Value

A BitmapSource object that represents the specified icon.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...::GetHashCode Method

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the hash code for this instance.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public override int GetHashCode()
```

## Visual Basic (Declaration)

```
Public Overrides Function GetHashCode As Integer
```

## Visual C++

```
public:  
virtual int GetHashCode() override
```

## Return Value

An Int32 value.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...::ProvideValue Method

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Returns the bitmap for the icon represented by this instance.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public override Object ProvideValue(  
    IServiceProvider serviceProvider  
)
```

## Visual Basic (Declaration)

```
Public Overrides Function ProvideValue ( _  
    serviceProvider As IServiceProvider _  
) As Object
```

## Visual C++

```
public:  
virtual Object^ ProvideValue(  
    IServiceProvider^ serviceProvider  
) override
```

## Parameters

serviceProvider  
Type: System...:IServiceProvider

**[Missing <param name="serviceProvider"/> documentation for "M:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcon.ProvideValue(System.IS**

## Return Value

An object.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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Include Protected Members

Include Inherited Members

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StockIcon Properties

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [StockIcon](#) type exposes the following members.

# Properties

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>Bitmap</u></a>	Gets the bitmap for the icon represented by this instance.
	<a href="#"><u>Identifier</u></a>	Gets or sets a value that indicates which standard icon is represented by this instance.
	<a href="#"><u>LinkOverlay</u></a>	Gets or sets a value that controls whether to put a link overlay on the icon.
	<a href="#"><u>Selected</u></a>	Gets or sets a value indicating whether the icon appears selected.
	<a href="#"><u>ShellSize</u></a>	Gets or sets a value that controls whether the icon is shell sized.
	<a href="#"><u>Small</u></a>	Gets or sets a value that controls whether the small version of the icon is used.

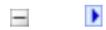
## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...:Bitmap Property

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets the bitmap for the icon represented by this instance.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public BitmapSource Bitmap { get; }
```

## Visual Basic (Declaration)

```
Public ReadOnly Property Bitmap As BitmapSource
```

## Visual C++

```
public:  
property BitmapSource^ Bitmap {  
    BitmapSource^ get ();  
}
```

## Field Value

A BitmapSource object.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...:Identifier Property

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that indicates which standard icon is represented by this instance.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# Syntax

## C#

```
public StockIconIdentifier Identifier { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Identifier As StockIconIdentifier
```

## Visual C++

```
public:  
property StockIconIdentifier Identifier {  
    StockIconIdentifier get ();  
    void set (StockIconIdentifier value);  
}
```

## Field Value

A [StockIconIdentifier](#) value.

# Exceptions

Exception	Condition
System....InvalidOperationException	You cannot modify the properties of a <b>StockIcon</b> object after its bitmap has been created.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...::LinkOverlay Property

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether to put a link overlay on the icon.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool LinkOverlay { get; set; }
```

## Visual Basic (Declaration)

```
Public Property LinkOverlay As Boolean
```

## Visual C++

```
public:  
property bool LinkOverlay {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System....InvalidOperationException	You cannot modify the properties of a <b>StockIcon</b> object after its bitmap has been created.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...:Selected Property

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value indicating whether the icon appears selected.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool Selected { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Selected As Boolean
```

## Visual C++

```
public:  
property bool Selected {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System....InvalidOperationException	You cannot modify the properties of a <b>StockIcon</b> object after its bitmap has been created.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...:ShellSize Property

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether the icon is shell sized.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0 (1.4.0.0)

# ▣ Syntax

## C#

```
public bool ShellSize { get; set; }
```

## Visual Basic (Declaration)

```
Public Property ShellSize As Boolean
```

## Visual C++

```
public:  
property bool ShellSize {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System....InvalidOperationException	You cannot modify the properties of a <b>StockIcon</b> object after its bitmap has been created.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcon...:Small Property

[StockIcon Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Gets or sets a value that controls whether the small version of the icon is used.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public bool Small { get; set; }
```

## Visual Basic (Declaration)

```
Public Property Small As Boolean
```

## Visual C++

```
public:  
property bool Small {  
    bool get ();  
    void set (bool value);  
}
```

## Field Value

A Boolean value.

# Exceptions

Exception	Condition
System....InvalidOperationException	You cannot modify the properties of a <b>StockIcon</b> object after its bitmap has been created.

## See Also

[StockIcon Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIconIdentifier Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides values used to specify which standard icon to retrieve.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public enum StockIconIdentifier
```

## Visual Basic (Declaration)

```
Public Enumeration StockIconIdentifier
```

## Visual C++

```
public enum class StockIconIdentifier
```

# Members

<b>Member name</b>	<b>Description</b>
DocumentNotAssociated	Icon for a document (blank page), no associated program.
DocumentAssociated	Icon for a document with an associated program.
Application	Icon for a generic application with no custom icon.
Folder	Icon for a closed folder.
FolderOpen	Icon for an open folder.
Drive525	Icon for a 5.25" floppy disk drive.
Drive35	Icon for a 3.5" floppy disk drive.
DriveRemove	Icon for a removable drive.
DriveFixed	Icon for a fixed (hard disk) drive.
DriveNetwork	Icon for a network drive.
DriveNetworkDisabled	Icon for a disconnected network drive.
DriveCD	Icon for a CD drive.
DriveRam	Icon for a RAM disk drive.
World	Icon for an entire network.
Server	Icon for a computer on the network.
Printer	Icon for a printer.
MyNetwork	Icon for My Network places.
Find	Icon for search (magnifying glass).
Help	Icon for help.
Share	Icon for an overlay indicating shared items.
Link	Icon for an overlay indicating shortcuts to items.
SlowFile	Icon for an overlay for slow items.
Recycler	Icon for a empty recycle bin.
RecyclerFull	Icon for a full recycle bin.
MediaCDAudio	Icon for audio CD media.

Lock	Icon for a security lock.
AutoList	Icon for a auto list.
PrinterNet	Icon for a network printer.
ServerShare	Icon for a server share.
PrinterFax	Icon for a Fax printer.
PrinterFaxNet	Icon for a networked Fax printer.
PrinterFile	Icon for print to file.
Stack	Icon for a stack.
MediaSvcd	Icon for a SVCD media.
StuffedFolder	Icon for a folder containing other items.
DriveUnknown	Icon for an unknown drive.
DriveDvd	Icon for a DVD drive.
MediaDvd	Icon for DVD media.
MediaDvdRam	Icon for DVD-RAM media.
MediaDvdRW	Icon for DVD-RW media.
MediaDvdR	Icon for DVD-R media.
MediaDvdRom	Icon for a DVD-ROM media.
MediaCDAudioPlus	Icon for CD+ (Enhanced CD) media.
MediaCDRW	Icon for CD-RW media.
MediaCDR	Icon for a CD-R media.
MediaCDBurn	Icon burning a CD.
MediaBlankCD	Icon for blank CD media.
MediaCDRom	Icon for CD-ROM media.
AudioFiles	Icon for audio files.
ImageFiles	Icon for image files.
VideoFiles	Icon for video files.
MixedFiles	Icon for mixed Files.
FolderBack	Icon for a folder back.
FolderFront	Icon for a folder front.
Shield	Icon for a security shield. Use for UAC prompts only.
Warning	Icon for a warning.
Info	Icon for an informational message.

Error	Icon for an error message.
Key	Icon for a key.
Software	Icon for software.
Rename	Icon for a rename.
Delete	Icon for delete.
MediaAudioDvd	Icon for audio DVD media.
MediaMovieDvd	Icon for movie DVD media.
MediaEnhancedCD	Icon for enhanced CD media.
MediaEnhancedDvd	Icon for enhanced DVD media.
MediaHDDvd	Icon for HD-DVD media.
MediaBluRay	Icon for BluRay media.
MediaVcd	Icon for VCD media.
MediaDvdPlusR	Icon for DVD+R media.
MediaDvdPlusRW	Icon for DVD+RW media.
DesktopPC	Icon for desktop computer.
MobilePC	Icon for mobile computer (laptop/notebook).
Users	Icon for users.
MediaSmartMedia	Icon for smart media.
MediaCompactFlash	Icon for compact flash.
DeviceCellPhone	Icon for a cell phone.
DeviceCamera	Icon for a camera.
DeviceVideoCamera	Icon for video camera.
DeviceAudioPlayer	Icon for audio player.
NetworkConnect	Icon for connecting to network.
Internet	Icon for the Internet.
ZipFile	Icon for a ZIP file.
Settings	Icon for settings.

## ▣ **See Also**

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIconOptions Enumeration

[See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Specifies options for the appearance of the stock icon.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
[FlagsAttribute]  
public enum StockIconOptions
```

## Visual Basic (Declaration)

```
<FlagsAttribute> _  
Public Enumeration StockIconOptions
```

## Visual C++

```
[FlagsAttribute]  
public enum class StockIconOptions
```

# Members

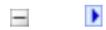
<b>Member name</b>	<b>Description</b>
Small	Retrieve the small version of the icon, as specified by SM_CXSMICON and SM_CYSMICON system metrics.
ShellSize	Retrieve the shell-sized icons (instead of the size specified by the system metrics).
Handle	Specified that the hIcon member of the SHSTOCKICONINFO structure receives a handle to the specified icon.
SystemIndex	Specifies that the iSysImageImage member of the SHSTOCKICONINFO structure receives the index of the specified icon in the system imagelist.
LinkOverlay	Adds the link overlay to the icon.
Selected	Adds the system highlight color to the icon.

## See Also

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Static class that provides access to the standard system icons.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static class StockIcons
```

## Visual Basic (Declaration)

```
Public NotInheritable Class StockIcons
```

## Visual C++

```
public ref class StockIcons abstract sealed
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Library.StockIcons...:StockIcons

## See Also

[StockIcons Members](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons Members

[StockIcons Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [StockIcons](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#">GetBitmapSource</a>	Retrieves the bitmap for the specified stock icon.

# Properties

Name	Description
  <a href="#">Application</a>	
  <a href="#">AudioFiles</a>	
  <a href="#">AutoList</a>	
  <a href="#">Delete</a>	
  <a href="#">DesktopPC</a>	
  <a href="#">DeviceAudioPlayer</a>	
  <a href="#">DeviceCamera</a>	
  <a href="#">DeviceCellPhone</a>	
  <a href="#">DeviceVideoCamera</a>	
  <a href="#">DocumentAssociated</a>	
  <a href="#">DocumentNotAssociated</a>	
  <a href="#">Drive35</a>	
  <a href="#">Drive525</a>	
  <a href="#">DriveCD</a>	
  <a href="#">DriveDvd</a>	
  <a href="#">DriveFixed</a>	
  <a href="#">DriveNetwork</a>	
  <a href="#">DriveNetworkDisabled</a>	
  <a href="#">DriveRam</a>	
  <a href="#">DriveRemove</a>	
  <a href="#">DriveUnknown</a>	
  <a href="#">Error</a>	
  <a href="#">Find</a>	
  <a href="#">Folder</a>	
  <a href="#">FolderBack</a>	
  <a href="#">FolderFront</a>	
  <a href="#">FolderOpen</a>	
  <a href="#">Help</a>	

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## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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- C#  Visual Basic
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StockIcons Methods

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [StockIcons](#) type exposes the following members.

# Methods

	Name	Description
	<a href="#">GetBitmapSource</a>	Retrieves the bitmap for the specified stock icon.

## ▣ See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

---

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StockIcons...:GetBitmapSource Method

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**[This is preliminary documentation and is subject to change.]**

Retrieves the bitmap for the specified stock icon.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# Syntax

## C#

```
public static BitmapSource GetBitmapSource(  
    StockIconIdentifier identifier  
)
```

## Visual Basic (Declaration)

```
Public Shared Function GetBitmapSource ( _  
    identifier As StockIconIdentifier _  
) As BitmapSource
```

## Visual C++

```
public:  
static BitmapSource^ GetBitmapSource(  
    StockIconIdentifier identifier  
)
```

## Parameters

identifier

Type:

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons...::StockIconIdenti](#)

**[Missing <param name="identifier"/> documentation for**

**"M:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.GetBitmapSource(Mic**

## Return Value

The icon to retrieve.

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons Properties

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [StockIcons](#) type exposes the following members.

# Properties

Name	Description
  <a href="#">Application</a>	
  <a href="#">AudioFiles</a>	
  <a href="#">AutoList</a>	
  <a href="#">Delete</a>	
  <a href="#">DesktopPC</a>	
  <a href="#">DeviceAudioPlayer</a>	
  <a href="#">DeviceCamera</a>	
  <a href="#">DeviceCellPhone</a>	
  <a href="#">DeviceVideoCamera</a>	
  <a href="#">DocumentAssociated</a>	
  <a href="#">DocumentNotAssociated</a>	
  <a href="#">Drive35</a>	
  <a href="#">Drive525</a>	
  <a href="#">DriveCD</a>	
  <a href="#">DriveDvd</a>	
  <a href="#">DriveFixed</a>	
  <a href="#">DriveNetwork</a>	
  <a href="#">DriveNetworkDisabled</a>	
  <a href="#">DriveRam</a>	
  <a href="#">DriveRemove</a>	
  <a href="#">DriveUnknown</a>	
  <a href="#">Error</a>	
  <a href="#">Find</a>	
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  <a href="#">FolderBack</a>	
  <a href="#">FolderFront</a>	
  <a href="#">FolderOpen</a>	
  <a href="#">Help</a>	

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## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Application Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Application]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Application { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Application As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Application {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:AudioFiles Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.AudioFiles]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource AudioFiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property AudioFiles As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ AudioFiles {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:AutoList Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.AutoList]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource AutoList { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property AutoList As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ AutoList {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Delete Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Delete]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Delete { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Delete As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Delete {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DesktopPC Property

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**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DesktopPC]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource DesktopPC { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property DesktopPC As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ DesktopPC {  
    BitmapSource^ get ();  
}
```

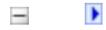
## See Also

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StockIcons...:DeviceAudioPlayer Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DeviceAudioPlayer]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DeviceAudioPlayer { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DeviceAudioPlayer As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DeviceAudioPlayer {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DeviceCamera Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DeviceCamera]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DeviceCamera { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DeviceCamera As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DeviceCamera {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DeviceCellPhone Property

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**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DeviceCellPhone]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DeviceCellPhone { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DeviceCellPhone As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DeviceCellPhone {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DeviceVideoCamera Property

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**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DeviceVideoCamera]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DeviceVideoCamera { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DeviceVideoCamera As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DeviceVideoCamera {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DocumentAssociated Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DocumentAssociated]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DocumentAssociated { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DocumentAssociated As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DocumentAssociated {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DocumentNotAssociated Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DocumentNotAssociated]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DocumentNotAssociated { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DocumentNotAssociated As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DocumentNotAssociated {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Drive35 Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Drive35]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Drive35 { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Drive35 As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Drive35 {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Drive525 Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Drive525]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Drive525 { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Drive525 As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Drive525 {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DriveCD Property

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**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DriveCD]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DriveCD { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DriveCD As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DriveCD {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DriveDvd Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DriveDvd]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource DriveDvd { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property DriveDvd As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ DriveDvd {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:DriveFixed Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DriveFixed]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource DriveFixed { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property DriveFixed As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ DriveFixed {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:DriveNetwork Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DriveNetwork]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DriveNetwork { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DriveNetwork As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DriveNetwork {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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Vista Bridge Library for Managed code development

StockIcons...:DriveNetworkDisabled Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DriveNetworkDisabled]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DriveNetworkDisabled { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DriveNetworkDisabled As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DriveNetworkDisabled {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:DriveRam Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DriveRam]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource DriveRam { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property DriveRam As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ DriveRam {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:DriveRemove Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DriveRemove]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource DriveRemove { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property DriveRemove As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ DriveRemove {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:DriveUnknown Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.DriveUnknown]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource DriveUnknown { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property DriveUnknown As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ DriveUnknown {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Error Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Error]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Error { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Error As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Error {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:Find Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Find]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Find { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Find As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Find {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Folder Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Folder]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Folder { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Folder As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Folder {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:FolderBack Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.FolderBack]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource FolderBack { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property FolderBack As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ FolderBack {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:FolderFront Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.FolderFront]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource FolderFront { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property FolderFront As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ FolderFront {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:FolderOpen Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.FolderOpen]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource FolderOpen { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property FolderOpen As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ FolderOpen {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:Help Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Help]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Help { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Help As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Help {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:ImageFiles Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.ImageFiles]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource ImageFiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ImageFiles As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ ImageFiles {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Info Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

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**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Info]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Info { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Info As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Info {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Internet Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Internet]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Internet { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Internet As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Internet {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Key Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Key]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Key { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Key As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Key {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:Link Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Link]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Link { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Link As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Link {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Lock Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Lock]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Lock { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Lock As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Lock {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaAudioDvd Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaAudioDvd]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaAudioDvd { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaAudioDvd As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaAudioDvd {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaBlankCD Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaBlankCD]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaBlankCD { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaBlankCD As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaBlankCD {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaBluRay Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaBluRay]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaBluRay { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaBluRay As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaBluRay {  
    BitmapSource^ get ();  
}
```

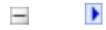
## See Also

[StockIcons Class](#)

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StockIcons...:MediaCDAudio Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaCDAudio]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaCDAudio { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaCDAudio As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaCDAudio {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaCDAudioPlus Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaCDAudioPlus]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaCDAudioPlus { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaCDAudioPlus As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaCDAudioPlus {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaCDBurn Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaCDBurn]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaCDBurn { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaCDBurn As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaCDBurn {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaCDR Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaCDR]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MediaCDR { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaCDR As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaCDR {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:MediaCDRom Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaCDRom]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MediaCDRom { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaCDRom As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaCDRom {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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Vista Bridge Library for Managed code development

StockIcons...:MediaCDRW Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaCDRW]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaCDRW { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaCDRW As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaCDRW {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaCompactFlash Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaCompactFlash]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaCompactFlash { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaCompactFlash As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaCompactFlash {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaDvd Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaDvd]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MediaDvd { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaDvd As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaDvd {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaDvdPlusR Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaDvdPlusR]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaDvdPlusR { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaDvdPlusR As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaDvdPlusR {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaDvdPlusRW Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaDvdPlusRW]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaDvdPlusRW { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaDvdPlusRW As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaDvdPlusRW {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaDvdR Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaDvdR]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MediaDvdR { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaDvdR As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaDvdR {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaDvdRam Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaDvdRam]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public static BitmapSource MediaDvdRam { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaDvdRam As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaDvdRam {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaDvdRom Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaDvdRom]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MediaDvdRom { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaDvdRom As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaDvdRom {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaDvdRW Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaDvdRW]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MediaDvdRW { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaDvdRW As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaDvdRW {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaEnhancedCD Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaEnhancedCD]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaEnhancedCD { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaEnhancedCD As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaEnhancedCD {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaEnhancedDvd Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaEnhancedDvd]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaEnhancedDvd { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaEnhancedDvd As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaEnhancedDvd {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaHDDvd Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaHDDvd]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public static BitmapSource MediaHDDvd { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaHDDvd As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaHDDvd {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaMovieDvd Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaMovieDvd]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public static BitmapSource MediaMovieDvd { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaMovieDvd As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaMovieDvd {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaSmartMedia Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaSmartMedia]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource MediaSmartMedia { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property MediaSmartMedia As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ MediaSmartMedia {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaSvc Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaSvc]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MediaSvc { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaSvc As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaSvc {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MediaVcd Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MediaVcd]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public static BitmapSource MediaVcd { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MediaVcd As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MediaVcd {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:MixedFiles Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MixedFiles]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MixedFiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MixedFiles As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MixedFiles {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:MobilePC Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MobilePC]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MobilePC { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MobilePC As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MobilePC {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:MyNetwork Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.MyNetwork]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource MyNetwork { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property MyNetwork As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ MyNetwork {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:NetworkConnect Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.NetworkConnect]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource NetworkConnect { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property NetworkConnect As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ NetworkConnect {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Printer Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Printer]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Printer { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Printer As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Printer {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:PrinterFax Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.PrinterFax]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource PrinterFax { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property PrinterFax As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ PrinterFax {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:PrinterFaxNet Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.PrinterFaxNet]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource PrinterFaxNet { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PrinterFaxNet As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ PrinterFaxNet {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:PrinterFile Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.PrinterFile]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource PrinterFile { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property PrinterFile As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ PrinterFile {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:PrinterNet Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.PrinterNet]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource PrinterNet { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property PrinterNet As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ PrinterNet {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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[C#](#) [Visual Basic](#)

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Vista Bridge Library for Managed code development

StockIcons...:Recycler Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Recycler]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Recycler { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Recycler As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Recycler {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:RecyclerFull Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.RecyclerFull]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource RecyclerFull { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property RecyclerFull As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ RecyclerFull {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Rename Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Rename]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Rename { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Rename As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Rename {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Server Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Server]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Server { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Server As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Server {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

---

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C#  Visual Basic

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StockIcons...:ServerShare Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.ServerShare]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource ServerShare { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property ServerShare As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ ServerShare {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Settings Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Settings]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Settings { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Settings As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Settings {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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C#  Visual Basic

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StockIcons...:Share Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Share]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Share { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Share As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Share {  
    BitmapSource^ get ();  
}
```

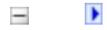
## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Shield Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Shield]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Shield { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Shield As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Shield {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:SlowFile Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.SlowFile]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource SlowFile { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property SlowFile As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ SlowFile {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Software Property

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**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Software]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Software { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Software As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Software {  
    BitmapSource^ get ();  
}
```

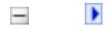
## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Stack Property

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[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.Stack]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Stack { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Stack As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Stack {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:StuffedFolder Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.StuffedFolder]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource StuffedFolder { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property StuffedFolder As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ StuffedFolder {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Users Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Users]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource Users { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property Users As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ Users {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:VideoFiles Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

**[Missing <summary> documentation for**

**P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.VideoFiles]**

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource VideoFiles { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property VideoFiles As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ VideoFiles {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:Warning Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.Warning]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource Warning { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property Warning As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ Warning {  
    BitmapSource^ get ();  
}
```

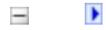
## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:World Property

[StockIcons Class](#) [See Also](#) [Send Feedback](#)

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.World]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static BitmapSource World { get; }
```

## Visual Basic (Declaration)

```
Public Shared ReadOnly Property World As BitmapSource
```

## Visual C++

```
public:  
static property BitmapSource^ World {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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StockIcons...:ZipFile Property

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[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

P:Microsoft.SDK.Samples.VistaBridge.Library.StockIcons.StockIcons.ZipFile]

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Library.StockIcons](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# **Syntax**

## **C#**

```
public static BitmapSource ZipFile { get; }
```

## **Visual Basic (Declaration)**

```
Public Shared ReadOnly Property ZipFile As BitmapSource
```

## **Visual C++**

```
public:  
static property BitmapSource^ ZipFile {  
    BitmapSource^ get ();  
}
```

## See Also

[StockIcons Class](#)

[Microsoft.SDK.Samples.VistaBridge.Library.StockIcons Namespace](#)

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Microsoft.SDK.Samples.VistaBridge.Services Namespace

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**[This is preliminary documentation and is subject to change.]**

Provides support for the User Account Control Sample.

# Classes

Class	Description
 <a href="#">UACManager</a>	Provides support for the UAC sample.

---

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UACManager Class

[Members](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Provides support for the UAC sample.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Services](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
[PermissionSetAttribute(SecurityAction.LinkDemand, Name = "FullTrust")  
public static class UACManager
```

## Visual Basic (Declaration)

```
<PermissionSetAttribute(SecurityAction.LinkDemand, Name := "FullTrust")  
Public NotInheritable Class UACManager
```

## Visual C++

```
[PermissionSetAttribute(SecurityAction::LinkDemand, Name = L"FullTrust")  
public ref class UACManager abstract sealed
```

# **Inheritance Hierarchy**

System...:Object

Microsoft.SDK.Samples.VistaBridge.Services...:UACManager

## See Also

[UACManager Members](#)

[Microsoft.SDK.Samples.VistaBridge.Services Namespace](#)

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- XAML
- Include Protected Members
- Include Inherited Members

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UACManager Members

[UACManager Class](#) [Methods](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [UACManager](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>ExecutePrivilegedProcess</u></a>	Executes the specified process.
	<a href="#"><u>ExecutePrivilegedProcessAsync</u></a>	Executes the specified process asynchronously.

## See Also

[UACManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Services Namespace](#)

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Include Protected Members

Include Inherited Members

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UACManager Methods

[UACManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

The [UACManager](#) type exposes the following members.

# Methods

	<b>Name</b>	<b>Description</b>
	<a href="#"><u>ExecutePrivilegedProcess</u></a>	Executes the specified process.
	<a href="#"><u>ExecutePrivilegedProcessAsync</u></a>	Executes the specified process asynchronously.

## See Also

[UACManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Services Namespace](#)

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UACManager...:ExecutePrivilegedProcess Method

[UACManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Executes the specified process.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Services](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ▣ Syntax

## C#

```
public static int ExecutePrivilegedProcess(  
    string executablePath  
)
```

## Visual Basic (Declaration)

```
Public Shared Function ExecutePrivilegedProcess ( _  
    executablePath As String _  
) As Integer
```

## Visual C++

```
public:  
static int ExecutePrivilegedProcess(  
    String^ executablePath  
)
```

## Parameters

executablePath  
Type: System...::String  
The process to execute.

## Return Value

The exit code for the executed process.

## See Also

[UACManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Services Namespace](#)

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UACManager...:ExecutePrivilegedProcessAsync Method

[UACManager Class](#) [See Also](#) [Send Feedback](#)

**[This is preliminary documentation and is subject to change.]**

Executes the specified process asynchronously.

**Namespace:** [Microsoft.SDK.Samples.VistaBridge.Services](#)

**Assembly:** VistaBridgeLibrary (in VistaBridgeLibrary.dll) Version: 1.4.0.0  
(1.4.0.0)

# ■ Syntax

## C#

```
public static void ExecutePrivilegedProcessAsync(  
    string executablePath,  
    EventHandler exitedEventHandler  
)
```

## Visual Basic (Declaration)

```
Public Shared Sub ExecutePrivilegedProcessAsync ( _  
    executablePath As String, _  
    exitedEventHandler As EventHandler _  
)
```

## Visual C++

```
public:  
static void ExecutePrivilegedProcessAsync(  
    String^ executablePath,  
    EventHandler^ exitedEventHandler  
)
```

## Parameters

executablePath

Type: System...:String

The process to execute.

exitedEventHandler

Type: System...:EventHandler

The event handler that receives notification when the process exits.

## See Also

[UACManager Class](#)

[Microsoft.SDK.Samples.VistaBridge.Services Namespace](#)

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